

Magia Record Analysis and fixes

Introductory thoughts:

There is always a challenge in adapting a gacha game to an anime. The two main issues are of course pacing and characters. A gacha game will generally have a larger cast of characters in order to draw players into pulling on banners. A gacha game will also be quite padded because they want to make sure they consume a satisfactory amount of time. Story updates are often infrequent so there has to be enough in them to keep players from giving up on the story and dropping. The two issues often go hand in hand as the padding can often be used to give unimportant characters more screen time than they deserve. For instance having Felicia and Sana make a comment on a situation costs the game very little but works to keep them in the action. Sadly an anime doesn't have this luxury. Characters need to be fleshed and given proper arcs. It is too costly to have a character simply make one off comments to remind the audience they exist. For Magia Record anime this becomes a large problem as the main driving plot largely centers around Iroha and Yachiyo. Tsuruno, Felicia, and Sana are more of side characters. In the gacha they serve to round out the character archetypes forming our 5 man band. In the anime they get their emotional moment and get to be forgotten unless they need to do something to service the other characters or there is a role that simply demands them.

One specific problem that ties down the Magia Record Anime and the game to an extent as well is Madoka Magica. Well Madoka kind of permeates all the spin off content with Magia Record being no exception. What makes Magia Record different though is that the Madoka characters (Holy Quintet: HQ for short) were made central to the story. Since the mobile game has time to waste with random scenes featuring HQ their inclusion is a necessary evil to get fans to give the game a chance. For the Anime their inclusion is a huge detriment. The anime is already looking at a large cast so to have to try to slot in 5 more characters is all the more challenging. There is something they can do. HQ is a largely realized cast so you can get by with giving them less development as they already got such in their own series. Unfortunately you still have to give them something because fans won't accept their favorite characters being done dirty. Also fans will sadly laser in on them causing any HQ inclusion to overshadow the Magia Record characters.

Another specific problem that ties down Magia Record is the core story. On one hand we have Iroha looking for her lost sister, a simple but fine story premise. On the other hand we have Iroha get entangled in a Magical Girl Cult working to circumvent their fate, a much more complex plot. Working both these angles would be a huge challenge for any anime. Sadly the two story aspects are so intertwined that it is difficult to pull them apart. Sadly this leaves one side more compelling than the other while also causing one or the other aspect to have to be ignored for the sake of continuing the plot. One of the major complaints of Season 1 of the anime is that Iroha makes very little progress towards finding her sister and how could she when in episode 5 she is thrust into this magical girl cult plot thread?

Finally, a smaller issue that *Magia Record* has is faced villains. Now faced villains are not a negative in fact if done well they are often better than faceless villains. However, it does mean that our villains have to be characters in their own right. They have to have a clearly defined goal. The goal also has to be something that our main cast opposes for various reasons. Honestly *Magius* and *wings of Magius* aren't bad in concept. They do add a lot of characters though.

Addressing those challenges basically makes *Magia Record* Anime an impossible task. If you burn it all down to make a decent anime then it may as well not be *Magia Record* anymore. If you follow the game story then at best you make a serviceable anime only to be enjoyed by those who play the game. The anime we received was kind of a mix of both thoughts. This means it also inherits both issues.

So this google doc is to analyze what we have. Discuss its strengths and weaknesses then see in what ways it can be improved upon.

Me personally if I was to burn it all down. The new *Magia Record* cast would be Iroha and Yachiyo as they have the most relevant and intriguing character arcs. Maybe add Tsuruno to round up the good guy cast as a foil to the other two. Then I would have Kuroe and Mifuyu as our on the fence character, the ones who will change sides. Kuroe makes a nice foil to Iroha and Mifuyu. Mifuyu is a foil to Yachiyo and *Magius*. As much as I would love to cut down on *Magius*, each of them fulfill a separate and distinct role that it is best to leave them as is, so on the villain side we have Alina, Touka, and Nemu. Needless to say ideally there is no Holy Quintet. So we are left with a much more manageable 9 characters compared to the Anime's over 20 characters, Iroha, Yachiyo, Tsuruno, Kuroe, Mifuyu, Alina, Touka, Nemu, and Ui. As for story progression Seance shrine, memory museum, chelation land, Fendt Hope, Finale. Which would give us a much more streamlined story. In fact Chelation land and Fendt hope could probably be combined much like the actual Anime did. Obviously the major downside to this is it becomes hardly recognizable as *Magia Record*. The other downside is now tons of characters are reduced to nothing more than cameos. Fans of the characters that were part of the story are going to be upset at their lack of inclusion.

Reasoning for why characters are axed:

Mitama as a coordinator for magical girls is an interesting concept and in my opinion she does have a few outstanding moments. She is a fun character but sadly not really necessary. Momoko Rena and Kaede, the first rumor centers around them with the ending payoff being Rena getting the info on Touka and Nemu from the hospital. It is a pretty important point but it is not worth three characters for. We will have to find a way around this. Amane twins add very little with the exception of Felicia's arc. Speaking of Felicia, as nice as it would be to have a foil to Yachiyo, Iroha, and Tsuruno she sadly spends most of the anime as a side character. The game does give her more things to do particularly as a foil to Alina. The anime just doesn't have time for that. Sana makes a nice parallel for Iroha. She also has one of the better stories. Sadly she probably contributes the least of the Mikazuki villa characters.

Okay so now let's take the approach of working with the Magia Record that we have. We have the game story and the anime story.

Anime vs Game

The game tells its story with some similar themes as the original Madoka Magica self sacrifice, hope, etc but I feel the games main theme was bonds particularly that of found family. It is not a bad theme but I do find that the game just doesn't seem to have a lot to say. The anime on the other hand seems to have much more to say and goes harder into the original themes of Madoka Magica. The overall theme I got from the anime was that of Failure. To me it is a more interesting concept to work with. However, no matter how good the Anime turns out by its very nature of content it is going to be divisive. On the other hand going with an improved game story is likely the more palatable option. The anime is supposed to be an advertisement for the game so it seems to make more sense from that perspective to make it enjoyable to fans and to allow those new to the game to catch up and jump right in.

Anime changes based on the anime we saw

If we are looking at where the anime ended and comparing it to where it began we will sadly find that the two parts do not match. Season 1 of the anime does not seem to lead to the direction that the show ends up in besides establishing the characters. This is something that needs to be corrected first and foremost. So season 1 needs to establish Kuroe better. Season 1 needs to convey its themes of failures and there are plenty of opportunities to do such. Iroha in Season 1 is pretty pathetic and fails constantly. Iroha and Yachiyo's character arcs need to be more clearly defined. Consequences of doppelgänger need to be included, the later reveal of side effects and doppel syndrome is fine but it at least needs to be hinted at, maybe Iroha needs things repeated because she can't hear as well. Also, it would be a good idea to have some non hospital Trio flashbacks. I get the pictures are supposed to cover how the two interacted, but a few scenes actually showing Iroha and Ui spending time together would go a long way. Finally we need to keep Tsuruno and Felicia involved even when it isn't their story. Sana, Felicia, and Tsuruno need to be heading to the eventual end of their character arcs from the beginning and they need to have that end around where the show ends. If their character is resolved before the finale then we need to see some payoff. As it was, they just kind of felt there. Have their emotional moment and then just sort of push them to the side.

So let's start with the changes

Episode 1:

I honestly believe episode 1 is actually really good. My main changes would be increasing the first boxwood fight a little bit so we get more of an idea about Iroha and Kuroe. Also maybe have boxwood run away after being hit by a few of Iroha's shots. This would show that Iroha isn't completely incompetent in her own town. To do this I would need to reduce the scene with the

parents leaving. Also I would probably remove the scene with the teacher. I would then condense the scene with the cleaning. I like that the characters ask her to cover for them. I feel that adds a bit to Iroha's character. I just don't understand why she jumps around. My thought would be to have Iroha using her super human abilities to clean faster to meet up with Kuroe. Basically Iroha already promised to meet with Kuroe yet still offered to cover cleaning duties. It is another small detail that adds to Iroha's character. Maybe while Kuroe is talking about her wish we get a Gekidan style skit of what happened. Though some of the shots on the train are pretty cool. It is largely just Iroha and Kuroe's faces. Also a big pain point I have with the first episode is how Iroha is about to reject Kuroe's offer. Having Iroha be hesitant but still end up agreeing is a bit different but not too different that it doesn't get the message across. It solves the fact that Iroha has to give up her agency to end up in Kamihama. Something along the lines of, "Oh...I wasn't planning on going but if you really want me to I guess we can go to Kamihama..." She gets interrupted there and it plays out largely the same. I would probably have the boxwood being ripped in half the scene last a few more seconds. Also I want Zenobia to actually be a bit more menacing to Kuroe and Iroha to really set in the reality that they are horribly outmatched and about to die. Lastly, I would add some sakuga to Yachiyo slaying Zenobia. I don't think every fight needs it, but I want to put emphasis on Yachiyo is strong and cool whereas Iroha and Kuroe are weak and lame. I think the train ride home scene is pretty impactful but I feel it is easy to miss. I don't know if I missed it but Kuroe being clearly defined in the magical girls moving to Kamihama dream sequence seems like it would be a good idea. However this brings up to a big question

Should Kuroe and Iroha even separate after episode 1? Season 1 takes the approach that Kuroe disappears and is a big reveal in the finale. Except that it is an easily missable big reveal. It makes sense that the two would part, especially if Kuroe doesn't think Iroha will go with her. I think this angle could work but it just seems better to have Kuroe tag along. Basically they both have things they want to look into in Kamihama. Having Kuroe join even if she doesn't do much would allow her to become more familiar to the audience. The main issue is how do we get Yachiyo on board? It is already asking a lot for her to just accept Iroha being there. Maybe just have Kuroe lie. The other question is where do they part ways. I know some people would have Kuroe split during Felicia's arc. I think for myself I would have her leave at the end of Seance Shrine. Maybe she follows Mami. Maybe she tells Yachiyo this is too much for her and she is returning home after Iroha's doppel attacks her and Tsuruno. I think it is important to not have Kuroe tag along too long as that will only increase the character bloat of season 1.

Episode 2:

Episode 2 is fine enough I guess. There are some things that bother me like Momoko, Rena, and Kaede assisting Iroha with the hospital, only to fail. Then later Kaede is like why didn't we have Rena sneak in with her transformation ability. It just seems like the story just went in a needless circle. How about Iroha gets to the hospital herself and fails. Then decides to go for lunch before running into the witch that leads her to Kaede. The pacing is also a bit uneven so it would be nice to smooth that out. Kuroe ignoring text messages doesn't stand out enough, and Rena's transformation ability (I am an idiot the eye color is clearly different. Still a bit confusing

though) is even more confusing to the audience than it is to Iroha the first time we see it. Mostly my proposed fixes in this episode would be more to solve the bigger issues of episode 3. By making this episode more efficient we can salvage Episode 3. So after Iroha gets knocked out let's have her dream about Touka and Nemu. Also let's follow it up with Mitama performing an adjustment so we don't have to keep coming back here. One challenge that has to be addressed is Momoko's character arc. If the anime is really going with Momoko is a passive presence, it is going to be tough to showcase in an arc that requires her to be at least somewhat active. Basically the fight with the witch may have to be changed. How the rumor capturing affects everyone may need to be changed as well. It is easy to present it after this arc is done but by that time the assumption is her story is over and she is a non essential character rather than her standing around actually meaning something, so this aspect needs to be addressed here. Also it would be good to showcase her personal magic if that is going to be important later on in Season 2 Episode 10.

Episode 3:

The fact that everyone goes home after Kaede is captured is so bad. The only purpose is to have an excuse for Iroha to have a dream about Touka and Nemu that relates to Rena and Kaede. That is not worth ruining the pacing and harming the logical flow of this arc. They can still go back to Mitama's to regroup but even that seems like a waste. Just have Rena or Momoko contact Yachiyo to help them out. Go to the school and work to proc the rumor. I do like that Momoko and Yachiyo aren't at odds in the anime. One of the pain points people have is the awesome transformation scene on the roof is then followed with the characters standing around and talking. I get from a pacing perspective that this feels like it should lead to an action sequence. However from a story perspective it makes sense for them to transform before trying to activate the rumor. There just isn't a good solution here. Rewatching Madoka I noticed that they don't tend to transform until the last moment so there is precedent for them holding off. On the other hand once the rumor starts there isn't a good spot either. I do think that this scene can be optimized as not a whole lot happens in it other than Rena's confession. At first, I didn't care for Iroha being there, but Rena is talking to Iroha about what she thinks of Rena. I do think a Gekidan skit showcasing Rena wanting to be someone else and thinking everyone hates her would help. Everything else can be left as text. Kaede then saves Rena. They should try to put the stairs closer together so that it makes sense Kaede was able to reach her (Turns out Kaede just calls out to her so nevermind there). Also give Kaede a broom and have her comment that she was just mindlessly sweeping. Here is my compromise for the issue earlier with the transformation leading to talking, Kaede gets a transformation sequence. I would like to spend more time on this fight. Kind of build up the rumor as a threat and showcase the characters more. Maybe have Momoko use her encouragement power. I do like how the anime ended this fight.

If Kuroe was here I would have her getting beat up until Momoko and/or Yachiyo assists her.

Episode 4:

Can we possibly age up Tsuruno's dad? I thought he was like a brother or something at first. I do like the opening scene of this episode though. So after the credits we are back at Mitama's which is fine. Kaede suggests putting up Lost Ui pictures around town. Her drawing is cute but I feel this would be a perfect spot for a Rena-chan reference. Mitama hands Iroha a flier and that is about it. Easy fix here is to have them suggest that maybe Ui is trapped in a different rumor (Actually Iroha kind of suggests this already). Mitama hands Iroha the banbanzai flier and simply states that it is a popular magical girl hangout and maybe one of them knows about other rumors. Tsuruno's phone call with Yachiyo is absolutely amazing especially with the added context of S2 EP 8. These are the kind of scenes we need in season 1. Then sadly we follow up with a meeting with Yachiyo that just doesn't feel all that impactful. At least when Yachiyo says this is a waste of time, show Tsuruno being desperate for Yachiyo to stick around. Definitely need to improve the dialogue around Yachiyo's reaction to Tsuruno and Iroha. I also feel that maybe Tsuruno should be the one telling the story of the two lovers. Yachiyo doesn't need the extra focus. Especially considering after the story we get a great scene with Yachiyo and Iroha talking about the past. It is sad that in her own arc Tsuruno feels like a background character. She gets some good moments early on and this just doesn't do a whole lot the rest of the episode. She has some fun bits at the street vendor and pond but those are short, unimportant shots. I would probably also put more emphasis on the failed connect. It is more brutal than I initially thought but still not enough to really get across Tsuruno's character. Yachiyo comes to a realization about the rumor. Firstly, did she mention the time aspect when narrating the rumor? Then we end up back at the shrine. Iroha needing two jumps is a nice detail. Maybe the leaving behind Tsuruno can be handled better. Otherwise I feel this episode is alright, albeit a bit boring.

If Kuroe was still around She would volunteer to stay back with Tsuruno. This would set up the finale where she reveals her backstory. The person she would write she would rather not see.

Episode 5:

The conversation with Ui is fine. The conversation with Mifuyu is fine. Mifuyu styling on Iroha was great. Can we get a Hiroto Nagata cut here? Yachiyo throwing a spear through Mifuyu was also great. Then Tsuruno shows up for no reason (turns out she did have a reason but it still feels out of place). At least have Tsuruno explain herself or something. Now the rumor shows up. Take some time to really make the fight feel hopeless. Then have Yachiyo pick up Iroha and carry her around. I know she hasn't warmed up to Iroha as much but at least the direness and panic need to be conveyed. Have Iroha slip off Yachiyo's shoulders before unleashing her doppel. Then slow down the doppel pecking the rumor to death so the creepiness and horror sinks in. Then we get the Mami scene which I do not like in either version. Initially my fix was for Momoko, Rena, and Kaede to show up. Tsuruno would call them before going in and could make the phone call kind of humorous. Momoko would basically reason with Mami while Rena would bad mouth Mami. It would be a nice moment to build their character even though their arc is over. Sadly if we are going with Momoko is passive, it doesn't really serve that. It is a shame though as I thought it would be nice to have the scene and then immediately payoff with the post

credits scene. Maybe someone has a better idea for how to handle this scene. After the situation with Mami is resolved. Iroha ends up at Mikazuki villa. Overall it is a decent enough scene. There is some dialogue that I feel like goes in circles, mainly, the “call your parents when they have already left the country” bit in particular (I need to watch this scene again. I watched it the other day but it didn’t seem as bad as I remembered). Then we get the post credit scene which is great. Once again I would slow down the doppel part so that its creepiness can really set in.

Kuroe doesn’t go into the rumor. So when they exit she is still in plain clothes. Giovanna then goes to attack her and Tsuruno before being saved by Mami. Yachiyo would then mention later that Kuroe headed home. I wouldn’t have her reappear until the S1 finale.

Episode 6:

Adding in Felicia backstory is great. At least showcase why Felicia is a danger to others though. No one of the girls ducking does not count, make it more obvious, more hammer contact. Why is Iroha going sightseeing in an abandoned mall? Also she is heading back home when the last Rumor at least proved to her that Ui exists. She even monologues that she knows Ui is here in this city. It isn’t terrible but could be improved upon. She drinks the water and meets up with Felcia. Felicia tries to extort her. A witch shows up. More time should be spent on this and really put Iroha in danger. Their little luck filled adventure is pretty fun even if it is largely padding. Kyoko and Yachiyo have a chat. I feel like of all the Holy Quintet, Kyoko makes the most sense for going to Kamihama. Part of me feels this chat doesn’t add much. The other part of me likes how it contrasts Mami and Yachiyo’s conversation. I also like how Kyoko tries to stir things up but Yachiyo doesn’t take the bait which leaves Kyoko kind of surprised at how easy things were. Yachiyo then gets in contact with Iroha and they all meet up. Could we move some of Felicia and Tsuruno back and forth to the foreground rather than the background? The other issue I have with this meetup scene is that Iroha talks about payment but she has the money to pay Felicia but they still go with the make her dinner. Maybe just push off the payment details until later when Yachiyo can give her a place to stay. Felicia destroying the lead is great. It could still be improved upon though. Then we get them following the rumor creature to Wings of Magius hideout. They convince Felicia to join them. In my opinion Felicia’s face looks great. Felicia is my favorite character and I really think this episode does her justice other than showing how dangerous she could be. Basically this episode just needs to smooth out some rough edges.

Episode 7:

The problem with this episode is it paced too quickly. The fight with all the witches isn’t long enough. The fight with Amane’s doppels is largely off screened. Iroha’s fight with the rumor just looks bad. Most everything else in the episode is fine. Ideally I would split this episode in 2 and make the focus of the second part the doppel fight and the rumor fight. Expanding the doppel fight allows us to build up Tsuruno and Felicia character and relationship. I think there is some good dialogue with Kyoko and the Amanes. I think Kyoko’s conversation with Felicia during the

Witch fight is also really good. You know it would be interesting if maybe they go to Iroha's house during the post credit scene to help her back and comment on the room. I guess it isn't too necessary but I think it would help.

Episode 8:

I know it is unnecessary but I think it would be great if the radio plays the game opening, "Kakawari." NOTE: This the episode the ED changes and Yachiyo smiles. The DJ intro is supposed to be what gets your attention so you catch this detail. Still would like to hear the game OP END NOTE Iroha goes to the same school as Tsuruno, Rena, Momoko, and Kaede yet we hardly see any of them well except Rena who actually plays a nice role in this arc (NOTE: So Tsuruno and Momoko would be in the High School division so Iroha wouldn't run into them too often. Kaede is shown to have shut herself in at home). I like how they show Rena warming up to Iroha. I like the whole Felicia getting into a fight sub plot but part of me wonders what it adds other than showing Felicia cares about Iroha and Yachiyo. Also Iroha hardly reacts to what Felicia says. Iroha then has even more trouble getting people to hang out with her. The other day though she turned them down to try to hang out with Kaede. Sorry, Iroha but your loneliness is kind of on you this time. I do like how Iroha slots in for Sana during the Invisible Girl rumor. We also see a lot of Iroha by herself in crowded rooms. Sadly most of this episode is just really slow. A lot of characters just drop exposition. Then we get a witch fight at the end where Iroha is doing better at holding her own. I do think they could do a better job. Part of me feels like this is the start of Iroha becoming more competent and it works as it matches up with her actually forming a friend group. Mami shows up to save Iroha. I think this is nice. However the person I am watching with didn't catch that it was Mami's ribbons so maybe make that more obvious. The episode ends with them going to a diner nearby to talk with AI. It is fine but it does feel weird to leave the radio tower. Overall this episode isn't all that exciting. This would definitely be a good episode to try to fit in some other characters. Maybe Momoko finds them on the roof at one point and chimes in about the rumor? Momoko plays a more active role in this arc in the game and as much as I like Rena taking that role, removing Momoko entirely just isn't a good idea.

Episode 9:

I think showing Sana in Endless Solitude is a nice touch. I do have to wonder if it slows the pacing down a bit. Kind of leaves the last part of the episode without enough time. Although it kind of needs to be this way for the ending to have any sort of resonance. The fight with Alina looks pretty bad and definitely needs work. There really isn't a way for anime only viewers to understand how Sana or Alina fight. Largely the episode is fine. Maybe have a flashback of Ai to better showcase how Sana helped soften her up. We just don't really learn much about her and it causes her death to have little to no impact. Then the fight with Alina needs work. If Alina's paint can control witches and cause people to go crazy then that needs to be shown not just told. I don't feel Iroha or Ai-chan really struggle after being hit at all. Also make it more

noticeable that Sana fights with what comes out of her shield. A question I have been pondering is if Iroha should ask Ai if she knows Ui. She is going to ask Sana later. In game she gets the hint that Ui is an Uwasa. The problem is she hasn't found a connection between Ui and Magius at this point so it feels like she would get hints out of order.

Episode 10:

The whole anti gravity bit is just really dumb. Whatever the Amanes are doing is also really pointless. The fight with the witches and then Alina just looks pretty bad. I do like Mami showing up and giving us an idea of what she is up to in all this. I always felt just having them and the witches drop onto the tower after Ai dies. This would also explain that the Amanes are keeping watch as Alina went in. Maybe having the Amanes try to salvage endless solitude. Maybe that is what the computer rumor actually does. Then make the fight look better. This would be a great time to showcase the teamwork between Tsuruno and Felicia. Also it would be a good time to showcase Yachiyo and Iroha's teamwork. Also have Alina do a little something before Mami stops her. Sana going back to her house to get her things is one of the best moments of Season 1.

Episode 11:

I didn't notice how hard Tsuruno is trying to get attention from Yachiyo. There are two little scenes like the below screenshot and they are pretty good. Maybe they could be lingered on a bit more though. Iroha "kidnapping" Tsukoyo is pretty good. I think it gets across a number of different aspects. We have Iroha getting info on Nemu, the more reasonable of the two. We have Iroha appealing to the sister aspect. She also mentions that she thinks her sister is tied to a rumor. She also asks if her sister is part of Magius. It covers a lot of information in its time. Tsukoyo's club bit could be cut but I largely think it is fine. Looking for coasters though is pretty bad. The witch just pops up. Felicia the witch maniac doesn't recognize it at first. They save the coasters but then the fight is off screened. It is like they realized that not a whole lot happens in the episode and decided to throw in a random witch fight. Then they realized that they don't have time for that after all. Either flesh out the witch fight or just get rid of it. I feel like Mifuyu's bit could be improved upon. Also Yachiyo's turn just doesn't feel all that impactful in the anime. They could have done a better job showcasing Yachiyo warming up to the girls and thinking of them as family which would have made this turn stand out more. We then get Iroha asking Mitama and Momoko about the Memory Museum rumor. If Magius isn't combative in the anime why make the location a secret? Also this is a pretty lame way to try to get Mitama and Momoko back into the story. Momoko meeting up with Rena is largely fine. Showcasing the museum is pretty cool. The goat part will stick with me. We finally get to meet Touka. Overall this is a bad episode that needs a lot of work. In my honest opinion just ax the witch fight it isn't needed. Use that extra time to build up your characters. A slow episode leading to the final is better than a mess of an episode.



Episode 12:

I don't think I realized that Iroha doesn't ask Touka about Nemu. I am actually glad, Iroha never gets the chance. Touka lying that she hasn't seen Nemu in a while when she appears in the very next chapter in the game was just really odd. I get why they cut the lecture session short since we will get to see it played out shortly. However, I do not agree with the decision. Not

having the second portion causes us to miss out on Tsuruno catching on to what this was all about. We also lose seeing how the characters react to the reveal of the truth. Also if we are making Touka a Kyubey parallel might as well have her torment Felicia or someone by hitting their soul gem. Largely the episode is alright, I do think the two witch fights could have been better. We needed more time with Kanae and Mel outside the fights to care. Also Touka should explain things better. The Doppel system is her baby and she is a pretty self centered genius. Have her brag in her sales pitch to Iroha. Maybe have her let slip why the rumors are needed. Also Iroha's reaction should be stronger. I had been thinking that maybe she talks more about what she was hoping to get out of this but maybe the "I was just hoping to find my sister" was the best choice. I would have also liked if they checked in on the other characters. Maybe save the moment they join Magius for S2 reveal but I would like to see how they are reacting to this info. Like for Felicia not really understanding.

F: Okay so I just have to protect my soul gem and I will be okay.

M: You aren't concerned that your soul was taken out of your body?

F: What do you mean? How is that different?

M: You are being awfully quiet Tsuruno.

T: Err just trying to process what is happening

Episode 13:

Big pain point of this episode for me even after several rewatches is Iroha and Yachiyo. Yachiyo's issue with forming a team just doesn't feel built up properly. Iroha getting stronger is much the same as well. Though upon rewatches I do notice she does kind of hold her own slightly better as the series goes on. It is clear to me though there were a number of missed opportunities for both these characters getting to this finale. Add on top of that Iroha vs the Memory Museum is a pretty anti-climatic fight for what is supposed to be Iroha's big moment. All this leads to the emotional moment just falling flat. What is up with the falling rock? Did it hit Iroha? Just have it crush Iroha's leg which leads to Yachiyo having to carry her as it heals. I paused the episode so many times but it looks like the TV version didn't have the full name of the Uwsa that Mami had fused with. Maybe it shows up later in the episode. The person I was watching with didn't understand why Mami changed like that. So clearly a better job can be done here. Mami fighting close range is weird but I can kind of accept it. Mami firing into the air and the gun not breaking is a little much. Maybe that isn't what was happening though. After that the rest of the episode is pretty great. The Sayaka regenerating her arm scene is still one of the coolest things. The biggest flaw is the end of the fight. Mami just gets taken out by a falling boulder. At least make it seem like she was distracted or that Yachiyo and Iroha set it up. In fact this would be a good opportunity to use Connect as an alternative to Doppel. Iroha Fires a magically imbued spear that gets deflected and breaks the ceiling. Then we end Touka's little speech. The TV version really should have tried to have the rumor tsuruno tease here. Also Kuroe is not on screen near enough for the majority of people to notice. Nigredo and the

Walpurgis tease are great. Yes, Walpurgis doesn't end up happening but I don't fault them for ending the season this way. Firstly they may still have planned to have Walpurgis at this point. Secondly, Magius at this point is actively drawing Walpurgis in.

Season 2 Episode 1:

In a vacuum this is probably one of the best episodes. Sadly when you place it with the rest of the season you realize it takes up more time than is needed which causes other aspects to suffer. Easy fix is to just shorten some of the witch fight. In my opinion, this time could be better spent on Yachiyo. I think it is absolutely imperative that she stops by Banbanzai to see if Tsuruno has stopped back in and would have info on Iroha. This allows us to get a sense that Yachiyo is laser focused on Iroha rather than the others. It also gives us a moment with Tsuruno's father whose daughter is missing. I say they just share a cup of coffee while discussing what they know. End it off with Yachiyo saying she will keep her eyes out for Tsuruno and tell her to come home if she runs into her. Basically an empty gesture but still a connection. Then the post credit scene can be focused on Kuroe. I do like Sayaka's arc in this but it feels a bit too easy. Also I don't think it really goes anywhere later in the season. Madoka mentions that maybe Mami is being controlled, which Sayaka agrees with, but I don't think this is ever brought up again. My understanding was Mami willingly took on the rumor. If that is the case then all this is just hand waved away. Though I guess that is more an issue with Episode 8.

Season 2 Episode 2:

If time allows it have a flashback showing Kuroe joining magius before getting into the last bit of Nemu's speech. Also it would be a good idea to at least hint at how Iroha got rescued. I know some people thought Iroha being in danger preceded the Sakura tree rumor, but then Iroha was constantly in danger. My thought was that Nemu activated the rumor to rescue her. Also what happened to Mami? NOTE: Turns out Iroha fell in. All the rumors are connected to the Eternal Sakura. Mami bit is still unclear. We see her ribbons release from Iroha but that is it END NOTE. My thought just have Nemu mention that she called Mami back and had Iroha rescued. It feels a bit lazy but it would be satisfactory enough. Opening plays and we pick up where we left Yachiyo at the end of Season 1. She is digging through the memory museum to desperately find Iroha. Sayaka tries to help out only for Yachiyo to snap at her. She tells Sayaka that she should go home that it isn't safe here and she isn't strong enough to save Tomoe san. This strikes a nerve with Sayaka and she leaves. It always felt odd to me that we don't see Sayaka and Yachiyo interact after the S1 finale. Yachiyo then goes on with the episode pretty much in the same manner. Yachiyo interrogating Mitama is great. I like how Mitama explains how doppel work. However I do think there needs to be more emphasis on the fact that it utilizes a certain body part. Yachiyo's fight with Mifuyu is also great. It would be good to fix it up a bit so it is easier to follow. I don't like how Mifuyu just teleports away and Kuroe goes with her only to follow little Kyubey at the last moment. I would change that up so it doesn't play out like that. Ideally though another episode would be pretty cool so that Kuroe and Yachiyo figure out the answer to Iroha's location rather than being handed it. Something like Kuroe teleports back with

Mifuyu who then offers to help out. Kuroe says she can't talk about the mission. Mifuyu kind of figures out what it is about and gives her a copy of the rumor files. Kuroe uses it to piece together the location of the Sakura tree. Yachiyo does much the same on her end. Part of me thought it would be good to have Yachiyo stop by Kanagi's maid Cafe that way Kanagi fans will have something. Honestly though it is probably for the best if Kanagi largely stays a cameo character.

Honestly, it would be really cool to show Kuroe's backstory around this episode. Maybe have her in the gymnastics club. She is decent enough. Has a boy she has a crush on but isn't sure he would fall for her. So she makes her wish. She gets the guy, she is better at gymnastics and all her clubmates are impressed by her. Outwardly things are going great. On the inside it is tearing Kuroe apart. She is cheating at gymnastics and the boy wouldn't love her if it wasn't for the wish. Cool to see her fight a witch and do a flip over an attack with some sakuga.

Season 2: Episode 3:

Another great episode. Again it does take a full episode but I can't really think of what could be reasonably added and still provide a decent stopping point. It does give a great amount of payoff for Iroha while also providing smaller character moments for Yachiyo and Kuroe. In the dream sequence the main thing I would add is having the hospital trio watching Mikazuki Villa fight the witch as foreshadowing for their backstory. The other slight change would be to have Sakurako make some sort of appearance (actually Sakurako's lines are in the next episode. However she could still make an appearance at the end of this one). No reason not to give her a cameo. I also kind of like the branch being used as the big reveal that the game does rather than Nemu just telling everyone. So maybe Iroha gets a branch as well. To be honest Nemu's scene in Season 3 turned out a lot better than I thought it would. Also the Yachiyo and Kuroe vs Giovanna fight is probably better than most of the fights in Season 1 but it could still be better. I think this episode and the next hint at how Iroha escaped Mami. Seems they are going with Sakurako came in and rescued her. Iroha was in trouble before, why save her this time? Also what about Mami? We see the ribbons let go? Considering the post credit scene I almost wonder if they meant for us to think Iroha and Mami died. Honestly, I don't really agree with either decision. Just make it so that Nemu called back Mami and had Sakurako rescue Iroha.

Season 2: Episode 4:

This episode is where the cracks begin to show. There are some weird directing choices in Kuroe and Iroha's conversation at Mikazuki villa. Also I think Iroha should question Yachiyo about why Felicia, Sana, and Tsuruno weren't contacted. The Amanes showing up doesn't seem to go anywhere and is almost completely off screened. I get that Yachiyo can't go into Magius HQ but I feel this could be handled better. The train scene, in my opinion, is fantastic. It could probably be more interesting though. I really like Rena and Kaede being brought into the story. Then we get the fight scene which is probably my favorite part of all the anime. It is such a good fight that is both thematically, and character important. Ending also adds a bit of lore. My

issue though is the handling of Mitama's character and Momoko to a lesser extent. Momoko is pretty passive which I guess works to forward her endpoint. Mitama just kind of shrugs the problem away. I just feel during this scene with the doppel syndrome orbs Mitama just doesn't feel quite like herself. I do like Kuroe and Iroha having a moment, and Iroha reflecting on what if her friends turned into witches. Basically this episode needs some more interesting directing choices, to figure out what it wants to do with the Amanes, and having Mitama and Momoko's arcs better defined.



Season 2 Episode 5:

What are they going for with SanaTube? It doesn't convey much information and it is cut weird. Why is Iroha trying to go off on her own? Then immediately starts talking about how Kuroe makes her stronger. Basically feels like they couldn't think of a natural way to have this conversation. Also knowing Kuroe's end does this really add much? I guess the idea is to make the audience think that Kuroe is in a better place now. I don't disagree but it could be better. I just feel this episode in particular kind of makes it feel like they aren't sure what to do with Kuroe yet. I feel like you could almost cut out Iroha's part and make the whole episode about Sana and Felicia. In fact the two could use it. Also The narrower focus has been a big positive for this season so far so keeping that up before the big team up would really help a lot. Have the reveals be a bit more natural and the big plan. Also it would be nice if there was some resolution to the Mitama situation even if it was just her saying something to put things on hold.

Season 2 Episode 6:

I honestly might as well copy my notes from when I started my fanfic. This episode is so bad. Even the bluray fixes can't save this disaster. It is all over the place and a confusing mess. It needs to be scrapped almost entirely. At the very least don't off-screen Kuroe's fight. Maybe don't have the truck flip either. Actually I guess I can't just copy my notes since they were written without the knowledge of how the rest of the series goes. The main thing I liked about this episode was Sana and Felicia chat with Mifuyu. I also liked Yachiyo's conversation with HQ. Outside of that there wasn't much else that was redeemable. Just need to find a way to get the characters moving to where they need to in a more natural way. Maybe not have Iroha in this episode? Thinking about it, making this the Yachiyo and Holy Quintet episode would probably work. We get Sana, Felicia, and Mifuyu in motion towards the outside while Yachiyo heads in that direction.

Season 2 Episode 7:

My main complaint is how the action is broken up for a long string of exposition. Is there really not a better way to deliver the solution and find out Magius plans? Also maybe make Chelation Land blocking Homura a little more obvious. There was a lot of confusion but it simply seems that all of Chelation land is connected to Tsuruno. We see the witches in the sky stop but Holy Mami doesn't. If you look real close during Sayaka blocking the bullets you can still see the gray sky behind them. Is Mitama's wish the same or different in the anime? It is fine if it is different but in EP 1 they show her wish as a cameo. Then she actually kind of mentions that she wanted to be a magical girl. I guess you can argue that she is lying or only telling the partial truth. It just seems like a stretch to think her wish is still the same, but there isn't much to go on that it is different. If it doesn't matter don't bring it up, but you mention that she has no magic or weapon to fight witches so it kind of does matter. It would be best to pick one way or the other to start. An improved episode 6 would help this episode a lot. Mifuyu could deliver the information personally. Not sure how to fit in the Momoko and Mitama part though. The fight doesn't need breaks as the teams work together and relay the info. Though we would lose out on Kyoko offering Churros so maybe having them regroup could work at some point but honestly feel it would be better if they didn't.

Season 2 Episode 8:

If you are going to do something fancy with the audio at least let people know. I do actually like the play portion. Also Tsuruno killing Mel's witch is an interesting idea. However it does make it a bit harder to believe she would forgive Mifuyu, Momoko, and Yachiyo. Getting to the play portion is a bit wonky. Iroha and Yachiyo just seem to kind of warp around to different locations. I guess they are going with each other since everyone is touching chelation land they are always in connection. It just isn't portrayed all that well. I feel like Mifuyu using her illusion would work better. We can get the same play portion but it would make a bit more sense. They

definitely should find a way to explain Mifuyu's power and how she kept teleporting. I am still of the opinion Felicia should have been the one to connect with Tsuruno. The two of them interact the most. Also Felicia seems to understand the situation the most. Next, Felicia doesn't really hide her emotions. Finally, it would have been a nice way to give Felicia more to her character arc. I get Felicia is tough to handle since her whole driving motivation is getting rid of witches to get revenge for her family. Neither Mikazuki Villa or Magius can really deliver on that promise, though Magius can at least work towards that goal more so than Mikazuki. So you need something else for Felicia. Also if the play is with all the people Tsuruno has connected with, why isn't Felicia there? Just having her in a few shots would make her reappearance more natural. Then we get the connects to save Tsuruno and then Mami. Largely it is pretty anti climatic in my opinion. Mami doesn't even really break free. It does have some nice looking shots but if this was supposed to be the final for S2 it is a bit weak. In my opinion get rid of the nemu parts and end the episode either at saving Tsuruno and Mami or at the whole bit with Kuroe. Use the regained time to make this a bit more impressive. The Walpurgisnacht leaving frustrated me since that was a big part of the game. I don't really mind the decision too much but a lot of time is wasted on a tease that never goes anywhere. Either make the Walpurgisnacht going back to Mitakihara a red herring or get rid of a bunch of those teaser scenes. Finally we get to Kuroe's bit. I don't like how she went the opposite direction yet still wound up in the same place Iroha did. Other than that I am largely fine with the scene. Sure someone should have noticed her, but I appreciate the Meta aspect of it. Not much to say about the Nemu parts. They are fine. They just don't make a satisfying conclusion to a season. As a mid season cliffhanger it is decent though.

NOTE from 2023 Rewatch: I do feel they kind of waffled on what they wanted to do with these two. I think it would have been interesting if after being separated from the rumor they still tried to fight for Magius. Now they wouldn't accomplish much as the rumor drained them of their magic. They try to stop Madoka and Iroha from destroying the beacon only for Sayaka and whoever to get them to stop. Then we could learn that they took on the rumor because they didn't feel they had the strength to push forward on their own. The rumor pushed Mami into having a one track mind but it was very much a strong thought that she already had just amplified. For Tsuruno it attempted to free her from her depressive state by ignoring it and simply having fun. The old team then has a moment where they all get to grieve Mel's death together, something they didn't really get to do as everyone kind of went their own way to grieve in arguably not the best ways. Then for Mami she feels she is beyond redemption due to tricking them into being magical girls when their fate was so awful, but also admitting that she was also largely doing all this for selfish reasons. Sayaka can say something cheesy about "You can make it up to us by defeating Walpurgisnacht." Speaking of Walpurgisnacht, it would be interesting to see all the girls react to it. Sayaka could see Iroha's arrow and feel hopeful reaching towards the sky. Mami could be contemplative as her protegee just died to save them all. She looks at her soul gem and we leave it vague whether Mami crushes her own gem or continues on. Then Kyoko, well she does Kyoko things, probably eating something and marveling at the grief seed." - I think this could play well with the epilogue to compare and contrast Mikazuki's reactions. Felicia and Sana are hopeful. Yachiyo is a bit uncertain but unlike

Mami it is clear she is moving forward. Iroha in contrast to Homura is defiant in the face of their failure.

Season 3: Episode 1:

A fantastic episode that's main flaw is that it takes a full episode for Magius's backstory when runtime is at an all time premium. Alina's actions in this are a little odd. I think there is a missed opportunity to show her fascinated with witches but that may not be productive to her overall arc in the anime. How did Ui get saved? Oh because Alina in her spat with Kyubey put up a barrier around the hospital to keep him from escaping. I can't think of anything better at the moment but I just find it not only weak but poorly conveyed.

Season 3: Episode 2:

I personally really like the first half of this episode. I actually like the second half as well. I think having Mifuyu and Momoko's unique magic be more clear would go a long way to make it clear what is going on. I also took the scene with the beds to be largely symbolic. The payoffs for Mifuyu and Momoko are fine but they feel a bit unearned, especially for Momoko. Going back her fate was definitely teased but one has to wonder how we got here. Also Felicia's lines in this make no sense. Why is Tsuruno part of this? She just had a whole arc to clear up her character issue and she is very much a veteran magical girl herself. Because we need a sad Tsuruno? There is no payoff to it though.

Season 3: Episode 3:

I feel like the Ui and Iroha scene could be better. It just lacks a bit of impact. I get that Ui can't really be too emotional considering the circumstances but it needs to go a bit further than it does. Some people don't like that Ui tells Iroha to save Kuroe and that Iroha will use that same line later. However Ui is following Kuroe and has been for some time. Maybe have Ui mention it but not repeat it so often and instead have further instances be a more vague saving everyone. Again if they are going with Touka and Nemu have to fuse with Eve to perfect the doppel system then they need to be more explicit with that. It also gives Ui a reason why she wants Iroha to stop them and give up on their plan. Also I feel the parts with Ui get overshadowed a bit by the Kuroe parts at the end of the episode. Maybe have Ui part be her own episode to really drive home the bittersweet reunion. I honestly feel the parts with Kuroe are a lot better than what I thought they would have been. Her backstory is a bit short but it is to the point. I do feel like they need to put more emphasis on how Kuroe feels about her wish. Kuroe is not happy with her wish and feels guilty about it. I don't mind Kuro adding to that guilt but at times this scene gives the impression that Kuro (the other magical girl) is the main source of Kuroe's guilt. For the most part the rest of the episode I liked quite a bit. I get that people are frustrated that Iroha couldn't save her, but how could she? She doesn't know or understand Kuroe. They hardly knew each other in Takarazaki, and they both kept each other out of arm's reach for various reasons. Their genuine interactions are just what we see in Season 2 Episode 3, 4, and 5. Kuroe gets some understanding of Iroha in 3 and 4 but Iroha learns very little about Kuroe in that time. Anyway

rant aside, I feel the weakness of Kuroe's scene is largely due to weaknesses of her portrayal in prior episodes. I do really like the "How long do I have to be a magical girl for?" line. Sadly without doing a better job with Kuroe, it largely falls flat. The full version of Senko not playing is kind of sad, but I do agree the music box version was probably a better choice. Could we get a better background though? The only interesting thing is the spinning emblem. If I had to choose an image it would be Kuroe and Iroha lighting fireworks on the steps of Mikazuki villa with the others behind them. Kuroe and Iroha's hands would be the focal aspect of the image. Neither of them would have rings or fingernail markings. If money was no object it would definitely be a full Kuroe centered ED showing her emotional despair. So besides Kuroe the other big aspect of this episode is Alina and Kyubey's chat. Which overall is nice but they didn't build up why Alina has a beef with Society. Once again feel that if her backstory was included it would help out a lot. Sadly if Alina's issue is with Society why did she get mad at Kyubey and kill him in episode 1. Sure she could be mad at both but she seemed more calm with Kyubey this episode. Finally can we get Eve doing something other than just jumping?

Season 3: Episode 4:

This episode has some good ideas but it is way too fast. It really could stand to be broken up into 2 parts maybe even 3. For one the whole payoff to Kuroe just isn't long enough to sink in. Saving Iroha is also too easy. Also did everyone just list their primary emotion as a way to support Iroha and resolve their arcs. I am not against the idea but I would certainly rather they had their own resolutions before this. There is a lot of mirroring in this last season and I feel this would be a good place for it. Something like Sana taking away Iroha's knife. Maybe a reference to Madoka's "If someone says it is wrong to hope." We then go immediately from this to saving Touka and Nemu who then come around to the idea of not sacrificing themselves. First of all it needs to be clear that saving Iroha comes at a cost of their own lives. I think this was a good idea but it needs to fit within the show. To me it gives Iroha more urgency. Sure she wants to save Kamihama (self less) but she really just wants to be with her little sisters (selfish). I like how she gets them to change their mind. Basically, wouldn't it be better if we could spend just a few moments more together. It goes well with the theme of selfishness versus selflessness. Touka and Nemu are trying to be selfless for Iroha but the idea of giving in to selfishness is pretty appealing. The whole thing needs more time. Also the Eve fight isn't as bad as I thought but it has so much room for improvement. Then Alina shows up to ruin everything for reasons. Touka and Nemu once again lock up Iroha and head off to sacrifice themselves. Part of me really wants one of them to live but even just Touka surviving changes the entire feeling of the ending. I guess you could have Nemu live for a bit then succumb to her power. She does mention how she is dying back in Season 2. That kind of gives the same bittersweet taste while also giving Iroha a slight win. She gets her wish of a few more moments but that makes it all the more painful. I don't think there is really a right answer here but I think most have the thought that a bone needs to be thrown to Iroha and the audience. Iroha then uses Ui's power to kill the reviving Alina. So there are some really ugly shots in this area that definitely could be fixed. Also sense of direction is kind of shaky. One moment Alina isn't that far away and in other shots she is. Also they reused shots from the game. Iroha's hair should not be braided. I wonder if the bluray will fix this. Overall the arrow is a cool shot. Just wish Alina was fleshed out more so that

this made some sense. She has a discussion with Kyubey, sends a painting to Karin, then goes off to take over Eve for some crazy plan of spreading despair to all. It is hard to get a handle on what Alina is truly up to in all this. I do really like the whole "Bye Bye Alina Gray" line though. Then it ends and we get the credits and prologue. The credits recap the series and the prologue is just a few scenes. More really could be done with both. Like maybe Iroha's parents talk to Iroha about Ui over the phone or something. In my opinion it would be kind of cool to contrast Iroha and Homura a bit more. Like show off the Holy Quintet aftermath. My thought was that Madoka sacrificed herself but the others survived. So have Mami looking at her soul gem contemplating. Kyoko sitting eating some pocky. Sayaka looking up to the sky. Then we get to Homura looking over the ruined city before resetting time. Again though splitting this episode into 2 would have helped so much.

Adding onto this. I really think showing Alina's backstory somewhere in Season 2 would help. Sure Alina is a bit crazy but I feel like her driving motivation is that she feels like society just doesn't understand her. Her crazy plan is insane but it isn't born out of evil but rather compassion. Alina wants people to understand the suffering that magical girls go through. She wants them to understand her. So in the end when Iroha defeats her the whole scene of holding her head is Iroha understanding Alina. She can't save or redeem Alina but she can understand her for a moment and show her some compassion. A likely callback to Madoka and Walpurgisnacht, but with proper build up.

Kuroe tags along

As mentioned above. I feel like Kuroe sticking around for a bit in season 1 would have been better than having her disappear after episode 1. The question is then what to do with Kuroe and when should Kuroe split from the group? In my opinion Kuroe doesn't need to do much. In fact after further rewatches Kuroe is at her best when her reactions are subtle. Iroha and Kuroe get together to explore Kamihama together. Iroha is willing to risk running into Yachiyo again in her pursuit to find her sister. Kuroe thinks helping Iroha find her sister is a decent excuse to avoid conflict should they run into Yachiyo. In the witch and rumor fights we can contrast Iroha's proactiveness with Kuroe passiveness. Iroha will want to help out and push on. Kuroe on the other hand will not help out unless she has to. Kuroe asking about Magical girl salvation could be what helps lead Kaede to Wings of Magius. Maybe Mitama is the one who points her in the right direction. Plenty of angles that could be taken. I am not saying it would be easy to slot her into those episodes. It would certainly take some work to have Kuroe help out with the witch when they meet Kaede, Rena, and Momoko. Also those characters will now have to react and interact with her now that she is around. How would Tsuruno react to her? I think the challenges would be worth the effort. Kuroe plays a large part in the themes of the show that having the audience not care about her causes all of that to fall flat.

Magia Record Anime Season 1

Episode 1:

We open with a shot of the city and then a train. Sis Puella Magica plays as Iroha walks through the train to a girl who lost her cat. (WOW I didn't catch that the "save the cat" inciting incident is literally saving the cat) All the while a group of girls are talking about the rumor of magical girls. Iroha and Kuroe team up and fight a witch in a labyrinth. After Iroha gets home, she sees a creepy vision of another person in her room. Only to wake up with half the room missing. Her mom tells her they are leaving for oversea work. She will be alone for a bit until the dorms of the school she is transferring to open up. I honestly missed this the first time around. Iroha also makes two lunches for some reason. She goes to school. Asks Kyubey about her wish which even he doesn't recall. More school stuffs. Then Kuroe calls her. Kuroe said she had a dream that a girl told her to go to Kamihama where magical girls can be saved. They talk a bit about Kuroe's wish to be with the guy she liked. They broke up so now she feels she got the raw end of the deal. The witch shows up again forcing the two to Kamihama city. The sand castle witch shows up and kills the lizard witch. Little Kyubey distracts the sand castle witch for a bit then jumps in Iroha's arms which brings back her memories. Yachiyo saves them and tells them the rumor isn't true, there is no kyubey here, and go home and don't come back. Iroha reflects on things while Kuroe just kind of stares blankly.

Thoughts: The music, art and animation are so good. The dialogue leaves a bit to be desired but I am watching the dub this time. I am not overly fond of the voices so far. Overall this episode really hooked me when I first watched it and Kuroe's character was a big selling point to that. Too bad this is the last we see of her for some time. I missed all the hints they drop about Ui in this episode. I also missed the school transferring thing. There were also a bunch of wishes listed out which go to different characters. I recognize some but definitely not all. Yachiyo is a lot more interested in turf in the anime than the game. Also, fun fact Yachiyo has beads in her hair in the game rather than a headdress.

2023 Rewatcher Subbed

Disclaimer - I have shared this story before, but it seems fitting to share it here as well. I watched Magia Record first. It was my first introduction to the Madoka Universe. How did that happen, you may ask. Well prior to 2020 I didn't watch as much anime. Basically I would read over top 10 lists for the previous year then pick out the ones that sounded interesting to watch. So I would watch maybe like 5 to 7 anime a year which may be hard to believe for those who

have seen my seasonal review threads. Well starting in 2020, I decided to check out a couple of seasonals based on recommendations. Over the winter season, I watched *Inspectre, ID: Invaded*, *Smile Down the Runway*, *Toilet Bound Hanako*, and *Infinite Dendrogram*. I would occasionally see *Magia Record* pop up. The Key Visual looked interesting and would catch my eye but I didn't think much of it. Then in April while waiting for the spring seasonals, I took a closer look. "Hmm, Magical girls not sure I am really interested in that" is what I thought. However, I gave the show a chance and was blown away by the music, themes, atmosphere, and world building of the first episode. I then went on to binge like 8 episodes in one day. I messaged my friends asking if they had heard of this show before. They had not. I then searched the internet for reviews. I was shocked to find that it wasn't all that well received. It was in these reviews that I found out *Magia Record* was based on a mobile game as a spinoff to a popular series *Madoka Magica*. I also spoiled myself on some things that happen in *Madoka Magica*, oops. Well I finished the series and really enjoyed it.

After I finished *Magia Record*, I did move on to checking out the main series *Madoka*. If I recall, I finished the series just before the yearly rewatch started. Funny enough I held off on *Rebellion* until months later. I would later pick up the game during its first anniversary in June. I even dropped money on *Tart* and *Ultimate Madoka*. Sad to say I only got to play for like 2 months before the *End of Service* Announcement in late August. It was the first gacha I witnessed *EoS* on (rip NA). I did make it through the game's story before it closed up at least. Though due to starting late I missed a ton of events. After the game closed I rewatched *Magia Record* game story and anime (in dubbed) and wrote notes on my thoughts.

So why am I telling you all this? Well if I start to gush about certain aspects, just know it is because I have a deep fondness for this series much in the same way you all have for *Madoka*. Secondly, if you happen to see notes referencing the dub this would explain why that is. I also wanted to give you an idea of what kind of information and perspective I will be sharing with you all during this rewatch. I will make sure to mark my spoilers. Also even though I have some game knowledge that I will likely be sharing, I am by no means an expert. I will do my best when it comes to cameos, references, and the such. Much I have learned has been from discussion with other game players and watching u/theRazielim youtube videos (rip, Aniplex had them taken down). With that out of the way let's get into the episode.

So we open with *Magica Quartet* credit and train lights rushing by. Starting with a *Night on the Galatic Railroad* reference. Then *Sis Puella Magica* starts up. Someone mentioned during the *Madoka* Rewatch that this plays whenever someone explains something to *Madoka*. Seems fitting for this to be used during exposition about the nature of magical girls. We see our main character *Iroha Tamaki* as she walks down the train car, deciding to help a little girl rescue her lost cat. This is a nice call back to *Madoka's* wish. Also likely a reference to *Save the Cat*, a book on screenwriting. Basically, the idea is that you need your main character to do something early on to endear them to the audience. People like cats so saving one seems like an easy way to get the audience to like the main character. Unfortunately for *Iroha* the cat has entered a witch's labyrinth. I believe this witch is called *Boxwood*.

From the wiki, "The witch of stone-dwelling fish. Her nature is sequestration. A witch who collects particular kinds of garbage within her Labyrinth, and builds a nest with them. She loves the time she spends cooped up in her tube-shaped nest more than anything else. She typically just swims around the interior of her nest, but should any pesky-looking intruders show up, she'll unfold her neck frills and attack them with body slams."

Iroha fights Boxwood for a bit with her pink crossbow. Iroha's magical girl outfit is a white hood with pink stipes. I think they were going for something of an assassin while still crafting a parallel to Madoka. After a few moments, another magical girl shows up to help. This one wearing a black hood and fighting with batons. They are able to rescue the cat and return it to its owner. I just want to say I love the look and feel of Takarazaki city. The sunset backdrop with a city that has greenery on its skyscrapers is just really cool.

I am not sure what this shot is about. I would imagine some visual symbolism (Iroha's hands)

Iroha makes it back home. Only to open the door to her room and to see a strange figure. My favorite Magia Record song plays here. VOID. I think the song goes so well with the episode and the feelings of the show in general. Iroha then makes herself lunch. She accidentally makes two. Then she remembers that her parents went out of the country and are working abroad. The scene is kind of cute and Iroha's family seems nice. We all get more shots of the city. I love how different the city looks during the day.

Not sure if the bird shot is supposed to be more visual symbolism but after that we get a shot of Vega and the constellation. Likely another Night on the Galactic Railroad reference.

Just going to leave this shot here.

What is up with the school being so large and unique.

Then we get this really weird scene of a circus and the kids being put in bags. I honestly have no idea what this is referring to. Maybe symbolism to Kyubey's nature? While that is going on Iroha is asking Kyubey about her wish. Strangely neither seems to remember it.

The classroom looks so big and nice. Also this is definitely a Night on Galactic Railroad reference. This scene basically plays out the same. Wonder if there is a comparison video. Teacher tells Iroha to ask her for help if she has trouble. Iroha's friends are jealous of her. The way this scene is framed is probably intentional. Iroha, being nice, agrees to take over cleaning duty. She doesn't have anything better to do. Iroha flips while girls talk about how mysterious she is. The point seems to be to convey Iroha's normal life while displaying her more supernatural life. Kuroe calls for Iroha to meetup.

The two once again meet up on the train. Kuroe then spills some information about herself. She then mentions how there is a rumor going around that Magical Girls can be saved in Kamihama. The train has some interesting little PSAs that seem relevant to the conversation and the series as a whole. Iroha misses her station. Iroha then asks Kuroe which station she is going to. Kuroe replies Kamihama. For some reason I thought this scene was implying that Iroha was going to turn down Kuroe as she had no reason to go to Kamihama. It looks like the show never gives Iroha a chance to say one way or another. I remember complaining about Iroha losing her agency here but maybe that isn't the case after all. The mention of Kamihama triggers Boxwood to show back up. Boxwood attacks the two magical girls and carries them to Kamihama.

[Magia Record S2 spoiler]||It is hinted in this episode but expanded upon later but witches are being drawn to Kamihama. So it makes sense that Boxwood would be heading there as well.||

We get to hear the song *La gis sulva za celow* while all this is going on. Once at Kamihama they run into the sandbox witch, Zenobia who proceeds to make short work of poor Boxwood. Iroha's shoots seem to have no effect on Zenobia whereas boxwood tried to dodge them. Things are looking bad for Iroha and Kuroe. Luckily a little kyubey shows up and starts singing *Uwasa Uwasa*. It jumps into Iroha's arms giving her back some memories, while Kuroe cries that they are in danger. Then a blue haired magical girl shows up and destroys Zenobia. The three have a conversation. I really love the shot of the blue haired magical girl pointing at the ground. I hope someone makes a stitch of it.

Zenobia from the wiki, "The Witch of Sandboxes. Her nature is Immersion. This Witch has strong preferences and never compromises. She is trying to build an acceptable sandcastle, but she can never satisfy herself. She has destroyed and rebuilt her castles so many times she doesn't even remember what she wanted to create in the first place. When she does manage to make a nice castle, she feels much better for a while, but ends up destroying it again. She looks like a young lady, but acts like a little child. If she is interrupted when she is playing with her sand, she cries and goes on a rampage."

I like how Kuroe just butts in with her whole thing about the rumor of being saved. Then we get this shot of a poster for Flowers of the World Exhibit. I think it might just be the garden that they are in but could be referencing something else. I think the dolls are part of the Exhibit as well.

The Blue Haired girl explains that Kamihama isn't safe. Witches are stronger and they aren't welcome. She then gives the two grief seeds. Iroha asks about little Kyubey. Blue haired girl doesn't know anything about it but will keep an eye out.

I like this train scene. Iroha is decompressing while Kuroe has a 1000 yard stare. I think it is subtle for her character but actually kind of fascinating. At first I didn't think much of it but the more I rewatch the more it seems Kuroe is thinking "I don't trust her." We follow that scene up with Iroha's dream of magical girls leaving for Kamihama city. I think this scene is really cool as

well. Particularly this shot of the girl in pink. Then Kyubey talks while a bunch of different wishes are showcased. I recognize some of them. We end the episode off with Iroha's wish. She wakes up from her dream with the realization of what she has lost, Ui.

Just some perfectly normal photos in a perfectly normal room. The Episode card appears and we get the show's OP. Pretty typical for a first episode to close with the OP.

The OP is sung by Trysail and called Gomakashi. I think it is a decent OP. It feels like a callback to Connect but I don't think it is quite as good. Don't go looking too hard into what it means as it is likely spoilers. I will have to rely on people who are more knowledgeable to provide more information about this OP. Also Magia Record has another OP which was for the game called Kakawari also sung by Trysail. I like this one better for a variety of reasons. I think it does spoil some elements so I will have to come back and talk about it later.

Finally we end the episode with the Endcard. The endcard features Iroha and Kuroe hitchhiking to Kamihama city. It was drawn by PAPA who also draws the parody comic for the Magia Record game. They can be pretty funny. Well that is the first episode. I think it is a very good episode, particularly the ending parts.

VA spotlight

Momo Asakura is the VA for the lead character Iroha Tamaki. She is also a member of Trysail. Momo Asakura isn't the biggest of VAs. Most of her roles are smaller supporting ones. Though it does seem like she is getting more roles these days. Also it seems like she finds a way to be in shows that feature Sora Amamiya who is also a member of Trysail.

Kana Hanazawa plays Kuroe.

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OST spotlight

Even though not much of the song played this episode. I did want to take a look at Uwasa Kazoe Uta. It is the song that little Kyubey sings that gets Zenobia's attention. It is a cute little song that kind of tells a story. Don't go looking into the lyrics, they are spoilers. Though there is an amusing bit about this that I will have to talk about later. So someone remind me when we get to the end of the series.

Maybe I should have mentioned La Chica Dijo as well.

Game Comparison

Not much because this episode is completely different from the game. Sure there are some similar aspects here and there but overall they are not that similar.

[Magia Record Game]||The game actually opens with a prologue featuring the Holy Quintet. I never actually cared for it much. It also has a teaser video in it as well. Which if you look hard enough kind of spoils some of the story. After the prologue we get into chapter 1. I don't care for it much either. Much of what is covered in Chapter 1 is more addressed in Episode 2 of the anime. The commonality that the game and anime have is Iroha exploring Kamihama, meeting the little Kyubey, getting her memories back, and running into a veteran magical girl. Like I said Episode 2 will have more aspects of this chapter so I will say more then.||

QOTD: What are your thoughts about Kuroe?

Well this is what I wrote in 2020. "Thoughts: The music, art and animation are so good. The dialogue leaves a bit to be desired but I am watching the dub this time. I am not overly fond of the voices so far. Overall this episode really hooked me when I first watched it and Kuroe's character was a big selling point to that."

I just remember finding something so fascinating about Kuroe's character. I thought her design was cute, but what really grabbed me was her story. She made a wish and it came true as she desired. There was no monkey paw to it. At the time it seemed like a good wish but it ran its course. Now she feels like she got the raw end of the deal. That among other aspects is what drew me to the series in the first place.

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2023 Dub - I like English Yachiyo. English Iroha is kind of growing on me. Still kind of meh about Kuroe. Still not the most fond of the dialogue choices. Like Iroha is talking with her parents but the character is moving to the next scene. There are no lip flaps you could say anything yet it still sounds off to me. Forgot to mention I really like little Kyubey and the singing. The song being in english is great.

Episode 2:

We open once again to Iroha dreaming about her wish to save Ui. She goes to the hospital to see her sister and I guess Ui isn't doing well (hard to tell she just hugs her). Then she is on the roof with Kyubey making her wish. Kyubey asks her some questions. Proposes the idea that maybe another person wished Ui away but more than likely Iroha has false memories. She asks Kyubey about the little version but he doesn't know anything. She heads back to Kamihama (she calls Kuroe but Kuroe doesn't answer missed this the first time through.) runs into a witch. Then literally runs into Kaede. Momoko and Rena show up to help them out. we see the connect for the first time as well as Momoko's Magia so that was a cool nod to the game. Iroha gets knocked out and wakes up at the coordinators. Iroha explains what is going on. Momoko and Kaede offer to help but Rena is having none of it. They are after a witch (chain witch). Kaede says a little break won't hurt. They go with Iroha to hospital but she isn't able to find anything. They go to a restaurant to get some food. Iroha sees who she thinks is Momoko but is actually Rena in disguise (I didn't catch this at first watch). Kaede mentions that her transform ability could help find out about Ui. The two then fight and Kaede says they are through. We get the rumor of friendship ending staircase. Momoko calls Iroha to help her find Rena. They go the arcade. Iroha thinks she sees her but it is actually someone else (Ren) just kidding it is Rena transformed. Rena then transforms a bunch to try to get away (Ren and Momoko were the only two that I caught). Kaede apologizes and thus gets trapped by the Rumor of Friendship ending staircase

Thoughts: Pretty clever of them to combine the events of chapter 1 with chapter 2. This episode starts off a bit slow paced and then gets really fast by the end. It was cool to see Connects and Magia come into play. I missed the Magia first time through and didn't really know what Connects were either, other than Magical girls sharing power. So, it is cool how the anime handled it. Also, just want to mention again the music is so good. I don't like that team Momoko are after a rumor doesn't really make sense at this point. Should have just kept it as a witch. The staircase change is pretty nice compared to the game. In the game it is just Rule of Ending Friendship and can be proc'd pretty much anywhere. Making it a staircase instead makes more sense and makes getting stuck in the rumor more deliberate. I also like how Kaede initially breaks things off whereas in the games I think it was Rena that does. Kaede is still the one to apologize and Rena is still the one to proc the rumor. I actually kind of like Momoko's voice in the dub. Kind of a shame we don't see Mitama yet.

2023 Rewatcher Subbed

Thought I should mention, there is also a manga for Magia Record done by Fujino Fujii. I feel like some of the characters get quite the glow up in the manga.

We open the episode up with Iroha having a dream about the Hospital and Ui. She rushes to Ui's room and hugs her.

[Magia Record S3 spoiler]||So Kyubeys eyes flash on screen for a bit before Iroha's wish. I wonder if first timers will assume it is a lead in to the wish scene rather than a hint about Ui. Also Kyubey is standing on a lone lame surrounded by white sheets.||

Iroha wakes up from her dream and laments what she has forgotten. Then we get the OP. u/cryzalis was kind enough to create an information about this op. Probably best to watch it as we get closer to the end of this season though.

Iroha and Kyubey talk about her wish and sister. Seems Kyubey thinks Iroha is making it up. While this is going on Iroha researches the hospital that Ui was staying at.

Oh the birds are back but now only two are shown in frame. [MR spoiler]||So episode 1 I believe had 4 birds referring to Iroha, Ui, Nemu, and Touka. This episode there are only 2 referring to just Iroha and Ui||

Iroha tries to call Kuroe who doesn't seem to be picking up. She goes to Kamihama, and gets on a bus to head towards the medical center only for a witch to show up before they even get there. Iroha goes to save the passengers and runs into Kaede. Kaede wants to bail because it is too strong. However, Iroha mentions that the other passengers are in danger so they turn around. Momoko arrives to save them. Then Rena shows up. Rena and Momoko clap hands which allows Momoko to do a water attack.

[MR Game Spoiler]||So this is actually a connect. In the game when a magical girl supports another they give buffs to who they connect with. So Rena is giving Momoko water powers. Momoko's dive is then her Magia. Magia is the girl's special move. You have to build up MP to use it.||

Iroha gets knocked out and wakes up in a strange room. Momoko mentions that witches weren't always so strong. Also we get to see a map of the city for a bit. I am not sure if it is a fan theory or officially stated that the city is based on Yokohama but they sure do look alike. Anyway I am sure there is a purpose to how the room is decorated. They discuss helping Iroha but Rena doesn't want to because they are hunting this chain witch. We get a long pause on the trios bags. I am sure this won't be important later.

Iroha tries to ask about Ui at the hospital and has no luck. Why did she think this would work? So the team goes to eat instead and regroup. That is one fancy burger joint. Two girls are talking about the Rumor. Momoko with the wrong eye color assists Iroha in getting the food. We then learn that Rena transforms into Momoko. Kaede has the bright idea to use Rena's magic to get the information. This leads to a big fight. We do get to learn about Kaede's wish

[MR Game spoiler and anime spoiler]||I have a theory that Kaede's character went through changes. I base this on two pieces of information. Firstly the Game Opening had quite a different end for Kaede. Secondly, her wish. If I recall she wished to delete a building that would block the garden. So she is supposed to have deletion magic but we never see that and instead have her using vine magic.||

Momoko and Iroha talk about Rena and Kaede as well as the rumor of Friendship Ending Staircase. I like how the lamps have 1 light high up and 3 below referring to Iroha, Momoko, Rena, and Kaede.

We also get this really cool shot of Blue Haired girl. I believe this is our first Hiroto Nagata cut. Fun fact but in game Blue haired girl is adorned with beads. Changing to a headdress makes a lot of sense as I imagine it is far easier to animate.

<https://www.sakugabooru.com/data/bffb3906fe48f7dda9a51496ffd9d52c.mp4>

Kaede looks at the staircase which isn't ominous at all. Momoko calls Iroha to ask for help. Looks like Rena hasn't been around for a while. So the three go off to look for her. Iroha sees a random person and decides to ask if they are Rena. Iroha is about to go "oops my bad mistook you for someone else" until Kaede shows up and points out that it is indeed Rena. She has the same figure on the bag. Told you the bags weren't important at all. They chase Rena who transforms for no reason since they caught her. Kaede confesses which ends up with her getting captured because their names were written on the staircase.

There is this cool shot in that scene. Is it supposed to be Mami and Madoka? There is some shading on the head that looks like a hat for the one girl and ribbons for the other.

[MR game spoiler]||The person Rena transforms into is Ren. Ren is a fan favorite. Would have been cool to see more cameos through Rena's transforms but you can only really use people she has met before. Probably limited considering Rena doesn't have friends.||

We finally get the ED. This ED is all about Blue Haired Girl's character. It is a well put together ED even if I am not the biggest fan of it. I believe it even made top 10 in the reddit anime awards for 2020. So you can read the jury member's writeup. u/cryzalis also talks about it quite a bit in their top 150 ed series.

We then end the episode with the end card of a girl eating chips while watching Madoka

[MR Game and S2 spoilers]||This is Kanagi. You can tell by the thing on her hood and the thing on her shoulder.||

OST Spotling

She insisted - <https://www.youtube.com/watch?v=ao6KysnDrR4> Pretty pleasant song. A nice little track for the more slice of life moments.

Takumi Ozawa is the composer for the Magia Record soundtrack.

VA spotlight

Rena Minami is play by Ishihara Kaori. She mainly plays supporting roles but she does have some bigger roles like Shouta of Dragon Maid and Mihari of Onimai.

Kaede Akino is played by Ohashi Ayaka she has more of a mixed variety of supporting and main roles. She also seems to be quite a number of gacha games such as Vodka of Pretty Derby and Hatsune of Princess Connect. She is also in a ton of music anime like Bang Dream, Idolmasters, etc

Momoko Togame is played by Komatsu Mikaku. She is a pretty busy VA. Some of her big roles include Rebecca of Eden Zero, Fels of Danmachi, Maki of JJK, Setsuna of Inuyasha sequel, Saki of Girls und Panzer, and Maam of Dragon Quest Dai. However her biggest role has to be Minami of Ex arm /j.

Game spoilers

So like I stated this is a combination of Chapters 1 and 2 as the first episode kind of does its own thing.

[MR Game Spoilers]||In chapter 1 Iroha runs into Kaede in Kamihama trying to fight a witch. Kaede tells Iroha she saw the little Kyubey with the Witch. She gets knocked out. Momoko takes her back to the coordinators. The coordinator basically has the same conversation with Iroha that Kyubey did. Iroha then goes off again to find the little Kyubey. Blue Haired girl acts like a

jerk and keeps testing her. In the end she gets little Kyubey only to find out that was Blue Haired girl's plan all along. She then tries to kill Iroha cause Iroha to once again wake up at the coordinators. So then we get to Chapter 2 where Blue Haired girl shows up to warn Iroha about this rumor going around. Iroha then runs into Kaede, Momoko, and Rena having an argument. Rena runs off. Iroha explains the rumor, but in game Momoko has a beef with Yachiyo so she brushes it off. They take Iroha out to lunch which is a pretty similar conversation. Momoko a few days later hatches a plan to catch Rena who they haven't seen in a while. They corner her at the arcade much like the show and then Kaede gets captured. So mostly the anime just sort of reshuffles things around to reduce the padding while trying to maintain a logical progression. ||

QOTD 1: What did you think of the fight at the fast food place? Was anyone in the wrong?

Rena definitely has a point in that she would be sticking her neck out for a stranger. Also she would be the one in trouble if caught. However, despite being in the right in my opinion, she takes things too far. She was saying things she knew were hurtful and then trying to play it off.

QOTD 2: Does/did your school have these kinds of weird rumors or urban legends?

Not that I am aware of.

Dub 2023: Momoko is alright. I like Rena. Kaede is okay but not completely sold. Got confused as to who was talking during the yachiyo scene.

Episode 3:

The episode opens up with Iroha dreaming about a Touka, Nemu, and Ui. Touka has built a steam train. The train then drives through a pile of books. Shaft really does love huge piles of books. Then the books catch on fire. Touka naturally refuses to take responsibility. They shouldn't have made books so flammable. So Nemu states she is done with Touka. Iroha wakes up and heads to Kamihama because remember Kaede has been taken by the Staircase of friendship ending. Momoko takes Iroha back to the coordinator. The coordinator is in the middle of an adjustment of what looks to be one of the Amane sisters (seriously can't tell I know the uniforms are different and this is definitely the more preppy one. Turns out I was wrong but I can't remember who it was.). Yachiyo shows up. Is upset that Iroha hasn't heeded her warning. Momoko offers to see how she does after an adjustment. Yachiyo agrees. Iroha gets an adjustment and we see that adjustments unlock Connects (honestly don't think it makes a big deal one way or another). Yachiyo shares some intel on the rumors she has been looking into. They go back to the school to try to recreate the rumor. Lo and behold on the roof of the school are unused desks and crows another favorite of Shafts. At first Yachiyo and Momoko try to get

trapped but it fails. Then Rena gives a heartfelt confession and it triggers the rumor. Iroha is in the room with Rena who has transformed into Momoko. Hey remember how in Monogatari there was loads of excesses text on the screen well Shaft decides to bring that back. It is actually some pretty important stuff about Rena's backstory. Kaede shows up and saves Rena from her self-pity and they all do battle against the rumor. Kaede and Rena use a connect to unleash their Magia to defeat the Rumor. Rena then sneaks into the hospital to get intel. No luck with Ui but Touka and Nemu were there and discharged. The after credits scene we see Mami talking to Kyubey at the city limits of Kamihama. He wants Mami to investigate. We get the funny scene where he passes out when crossing into the city. He then drops a ton of exposition on Mami.

Thoughts: The connect thing is a bit of unnecessary lore that I am indifferent too. Touka shows why she is the worst. She is just a brat. I am sad that we don't get Mitama's joke about undressing. We still get loads of Yuri energy but I guess a get undressed joke is too much. Also, Mitama doing Momoko's hair is nice. I think the show is trying to ship Momoko/Mitama. In Rena's pity world we get to see the sword pop star Sayuki so that is a nice little cameo. Sad that so much of Rena's backstory is put into quick flashing text. Kind of makes me wonder if I should have tried to read the text in Monogatari now. Yachiyo being standoffish still is kind of nice. Also, I noticed that Momoko and Yachiyo don't have much of a beef in the show as they do in the game. Seems like an intentional change. Also, in the show this is the first time Yachiyo has dealt with a rumor. In game it seems to hint that she has fought rumors before but it is a little confusing at times. The show seems to take the opposite approach. The Mami scene is kind of funny but it is shame Kyubey drops so much exposition. In the game Kyubey is completely in the dark about nearly all things Kamihama related. In this he knows witches are stronger, witches are gathering, he can't go in there, they are particular about turf, and other strange things are happening. I really like the shows transformation. Rena and Yachiyo are better than the game ones but both have merit. Momoko's is far and away better. Iroha's though isn't as good. She has a number of transformations but that is what they decided to go with, strange.

Rewatcher 2023

So the episode opens up with the hospital Trio. We get to see a bit of the room, there is even a map of the city. We get their names pretty shortly into the episode. Touka has built a little train and is letting it loose through their hospital bedroom over a large pile of books. Shaft sure loves piles of books. Naturally the train crashes and sets everything on fire. Touka showcases why she is the worst. Nemu is done being friends with Touka. Ui tries to intervene. The nurse gives them a scolding that scares Iroha awake.

Iroha remembers their names and now has a new lead in her search. However, why did Iroha go home? Kaede just got captured and they were going to leave her hanging? Iroha meets with Momoka whose hair is all messed up. She didn't get much sleep? Okay, but why did she send anyone home? They head back to the coordinator who is doing unspeakable things to a customer. I think that is my main issue with the episode. It breaks the logical flow. I get why they

do it but with some reordering of events you can create a better flow. Only good thing to come out of this is the coordinator brushing Momoko's hair.

Yachiyo mentions that Iroha's a liability and honestly I agree. Rena talks back but even she knows Yachiyo is right. The coordinator offers to provide an adjustment for Iroha which will make her stronger somehow. I always took it as the Coordinator preforms a sort of defrag on soul gems. We also get some info on connects and do relate the symbol to the coordinator and her office. Yachiyo gives Iroha some advice.

They sneak into the school and head up to the stairs. Then we get this amazing transformation scene. The more I watch it the more I enjoy it. The song playing is Fata Magica and I think it goes so well with this scene. I know a lot of complaints is that you have this awesome transformation scene only for them to talk on a roof for quite some time. To me it makes sense to transform beforehand. However when rewatching Madoka there does seem to be precedent for holding off transforming until it is needed.

[MR Game spoiler]||In the game Momoko and Yachiyo are more hostile towards each other but in the anime they hold no hostility. In game Momoko's confession fails because there hasn't been a change between the two so it isn't genuine. In the anime there is just no feeling behind it. ||

Rena goes on a bit of a rant which seems to upset this chain witch. Poor Iroha is caught up in it. Luckily Momoka and Yachiyo are able to hop on. For a brief moment we get to see and hear Sayuki. We see Rena watching TV and processing her emotions towards Kaede. We find out that Rena hates herself. I really like Rena asking Iroha if she likes Rena. The text on the screen is quite relevant to Rena's character. Shame it couldn't be presented in another way. We do finally get to see Rena's wish for like less than a second. "I want the power to change into someone else."

I got a laugh out of Kaede being all "Rena what are you doing? What are you talking about?" "Seriously you came to save me but I have to save you." Kaede explains that being trapped hasn't been a picnic she hasn't been able to get down. Then the fight starts. Even against familiars Iroha is pretty worthless. Yachiyo and Momoko are able to team up and knock down the chain witch. Then Kaede and Rena connect to use Magia to destroy it. I do wish there was more tension here. Chain Witch seemed like a bit of a pushover. With that over Rena and Kaede makeup.

Yachiyo mentions that a grief seed didn't drop and that everything about this seems weird.

[Magia Record Spoilers]||Yachiyo mentions they make a good team. Which hints at Momoko and Yachiyo's relation. It also hints a bit at some stuff that happens in S3.||

Rena Breaks into the hospital and gets the needed information to point Iroha in the right direction while Void plays. Then we get the ED.

Post Credit scene hype. It is Mami Tomoe having a chat with Kyubey about how weird Kamihama is. We get one of the best scenes with Kyubey falling over when approaching Kamihama. Kyubey wants Mami to look into the city while Creeping Darkness plays. For someone who can't go into the city Kyubey sure knows a lot.

End Card is Mitama.

Really wish they would have reordered events to improve the flow a bit better.

VA Spotlight

Mitama Yakumo is voiced by Horie Yui. Some of you may know her from Higurashi. She was also in several Key properties. As with many VAs plenty of gacha appearances as well. She is Wiz in Konosuba and Felix in Re: Zero. Of course I can't forget Monogatari Hanekawa.

Yachiyo Naname is voiced by Sora Amamiya. You may know her as the useless goddess of Konosuba. She was also Naz in Call of the Night and more recently Lily in Spy Classroom. Sora's roles seem to come in waves. Sometimes she is the lead for every show and other times she isn't in a single role for the season. She is another member of Trysail.

Sayuki Fumino is voiced by Machico. She also plays Tokai Teiou in Pretty Derby. She also has quite a bit of singing credits particularly in OPs.

OST Highlight

Finally we get to Fata Magica. Such an amazing track. Each piece goes so well with their respective characters and transitions from one to the next really well. It is not my absolute favorite but it is one of my favorites. <https://www.youtube.com/watch?v=nP0vXb9ZnJM>

Honorable mention goes to Sayuki Steps UP: High-END National Treasure since we won't be hearing it again. If I recall a minute of this was played during a game event. Despite only showing up for like 15 seconds in the anime they went ahead and had a full version made. Sing your heart out Sayuki, you sword Otaku. Some of you may recognize the voice. It is Machico, however it is sung as the character and not her normal voice.

https://www.youtube.com/watch?v=_Kl1u6pC4MY

Game spoilers

Where we left off last episode covered most of chapter 2. So this episode covers the second half of chapter 2.

[Magia Record Game Spoilers]||Rena runs off and Iroha goes to get Momoko. Rena rejoins with info from Yachiyo and decides to recreate the rumor to get taken as well. It works and now they are in the rumor's labyrinth. Rena is eventually taken. Yachiyo shows up and knocks Rena and Kaede out. Iroha comes up with the plan to use unity to beat the rumor since that is the opposite of friendship ending. The plan works and the girls are saved. Rena owes Iroha a favor and goes to the hospital to do some snooping. Afterwards they all get food poisoning from the pudding that Rena gave them. Iroha tells us that Touka and Nemu were discharged shortly after Ui was. However, there was no record of Ui. The chapter ends with Mami snooping around the city and saying it is odd. So just some fluff added really. Also in game the rumor can be summoned anywhere. No need to write on stairs. Somehow only a few people are caught in it which surprised me a bit as you would think a far more noticeable amount would be if it was that easy to activate. That is about it though. On to chapter 3.||

QOTD: Do you have any friends who are like Rena? Do you think you could get along with her?

Not me but I knew someone who had a friend who was just the worst. The dude was a completely unlikeable asshat. I even asked him one day why are you friends with him, he is awful, and you two fight more than you get along. He basically responded that if he wasn't his friend who would be.

True, but I am not sure that is a valid reason to be someone's friend.

Can't really answer the other two questions.

Dub 2023: Rena was fine for the most part. The breakdown was a little awkward but it is supposed to be. Momoko sounds off in this episode to me though. Kaede still okay. Yachiyo still good. Kyubey sounds great. Not sure how I feel about Mami. Dialogue in the post credits seems a bit off. Don't really like the voice for Touka. Nemu sounded great though.

Episode 4:

We see Iroha heading towards Banbanzai. Tsunoro shows up and Iroha considers leaving but Tsunoro stops her. The opening plays and we are back at the coordinators. The group talks about how those trapped by the rumor have been freed but no sign of Ui. Mitama then covers what looks to be a cheesecake with ketchup. They mention how the rumor of the staircase didn't seem like a witch (Guess they didn't believe Yachiyo). They then suggest looking into other Rumors as a means to find Ui. Iroha mentions that Kyubey mentioned that it likely wasn't a witch that got Ui. Kaede mention putting up Lost flyers like cats. Then Rena comments about Kaede's art skills (missed opportunity for a Rena Chan drawing). Mitama then sends Iroha off to Banbanzai (Why though?). Tsunoro reveals she is a magical girl then offers Iroha a free meal while the two talk. She tells Iroha she knows a person who can help. Spoiler it is Yachiyo. Yachiyo isn't pleased to see either of them, particularly Iroha. Yachiyo mentions she is looking into the rumor of the Seance shrine as people are starting to go missing. We get the rumor

explained a bit. So, they start their journey by getting the little stamp collecting tourist trap thing. Yachiyo tells the story of the lovers while they walk. One of the images we get to see Ria and Manaka. I am not sure why Manaka gets all excited to see them though. We also hear Yachiyo mention about not holding onto the past and letting go in order to get stronger. They end up back at the shrine and figure they were wrong. As they are leaving Yachiyo remembers there is a sale and ask for Iroha and Tsunoro's help. Iroha doesn't see the big deal to which Yachiyo calls her a child. Then a witch shows up. Iroha still can't harm it, so she connects with Tsunoro and finishes it off. This reminds Yachiyo about the time component of the rumor. Tsunoro is told to stay behind while Yachiyo and Iroha go in.

Thoughts: The show is really pushing the idea that Iroha is weak. In the game Yachiyo continuously notes that Iroha is getting stronger. I don't mind Tsunoro's voice (definitely prefer the Japanese), but I think they may have ruined her character based on her dialogue and movements. In the game she overactive to the point of exhaustion. In this she doesn't seem that special. Yeah, her showing up when Iroha screams out her frustration is a bit convenient, but Tsunoro's long winded speech about things Iroha already knows really sets the character. So that is disappointing since Tsunoro is one of my favorite characters. Another thing that I didn't like was the food taste great bit. Then Iroha gives it an average score. I am pretty sure the same occurred in Japanese. I probably just thought it was Iroha just being overly polite. However, I feel in the English they should have had Iroha embarrassed to say it was "okay" "Fine" or average. That is Banbanzai's whole thing it is perfectly average. The food is too greasy and the flavor is too strong. It is edible and cheap. Having Iroha say it tastes great only to give it a 50/100 is weird. Overall this is pretty much a condensed version of the Seance Shrine chapter from the game. There isn't too much deviation besides reducing the padding and trying to fix the overly convenient aspects (not that it can totally be avoided).

2023 Rewatcher

We open with Iroha going to a restaurant only to find a girl punching a slab of meat. Bonus points if you can guess who the guy who is holding the meat is? I initially thought it was her older brother. Iroha tries to bail but the girl stops her and notices the flier. While all this is going on we get to hear the track Banbanzai. I think Ozawa has a knack for jingles. I will probably talk more on that later. We then get the OP.

After the OP we are back at Mitama's. They are eating snacks and discussing how things played out with that Rumor. Seems everyone returned safely. Isn't that kind of what happens with a witch if you don't let them get eaten? Well this is clearly different I suppose. Iroha thinks that maybe Ui is trapped in a different rumor. So she is off to do some research. Kaede suggests putting up flyers. How is that going to help for someone erased from existence? Then we get Mitama putting Ketchup on cheesecake. I guess in her mind strawberry flavoring and ketchup are both red and come from fruits. Did she top the cheesecake with a plum?

Not the most serious spoilers but kind of fun [MR Game spoilers]||There is an event where Mitama offers two voracious magical girls a meal. The food is so toxic, mainly because she used paint as the sauce, that it knocks both of them out. Probably would have killed a normal person. Just thought it was a funny little event.||

Mitama suggests Iroha should go to this restaurant if she is ever hungry *wink wink* *nudge nudge*

So off to Banbanzai she goes only to get tons of mediocre food. I believe the 50 point thing was originally a joke made by Papa that just sort of became canon. Tsuruno offers to help out by contacting an expert she knows. I really love this scene. The person on the phone agrees and they pick a place to meet up. Who would have guessed it is Yachiyo. Actually surprised, Yachiyo didn't guess that it was Iroha who was looking for her help.

Yachiyo figures since this is a waste of time she might as well tell them about the rumor she is currently looking into, Seance Shrine. Supposedly if you write the name of someone you seek you will be able to see them. Funny thing is though, it doesn't seem that easy to activate. The shrine is a popular place but so few people have gone missing that it hasn't raised alarms. So they begin their quest to look around the Ward. I believe in Japan a Ward is a district (legal division) of a city that contains roughly 500k people. While wandering around, Tsuruno finds a stamp rally. So they decided why not. Yachiyo explains that tale of two lovers that is popular in the area. I like how Yachiyo thinks it is tragic whereas Iroha thinks it is touching.

[MR Game Spoilers]||We see a spider web. We also see three dragonflies. Later the web has wings in it. This is a reference to the fact that in the game the Seance Shrine was designed as a trap for Yachiyo.||

We keep seeing dragonflies often in groups of three so I guess they are referring to Yachiyo, Iroha, and Tsuruno. I really like these conversations between Yachiyo and Iroha. There is more going on than just face value that gives a nice look into the nature of these characters. I am sure the procession they walk through has some hidden meaning.

[MR Anime Spoilers]||Yachiyo says there is always a price to pay for a wish. We also get to see the outlines of some black feathers. Further hinting at what is to come and how things will play out.||

They wind up at a grocery store and Yachiyo needs their help. Once again Ozawa blesses us with another Jingle. Also why is the grocery store designed like a church? Witch shows up to ruin the fun. Yachiyo, just have Tsuruno take care of it. She said she was the mightiest. We already know Iroha is useless.

Oh look it is Iroha being useless. Damn Candy is just styling on her. Thank goodness Yachiyo bails her out. Then Tsuruno shows up. Iroha tries to do the connect thing. Everyone else so far has touched hands. How do you even mess this up? It fails and blasts Tsuruno into the ceiling. I

feel like this is a metaphor for consent but maybe I am reading too much into it. Iroha didn't get consent because she just grabbed Tsuruno without warning. Tsuruno says it is fine and then finishes with her attack. None of the subs call the attack Flame Waltz which is what Tsuruno's Magia should be. Maybe I am missing something here but this always annoys me. Also I have been told the flames have a pink tint to represent Iroha's power but I don't see it.

Iroha looks at her soul gem. Yeah if a giant pink bunny broke my ankles that bad I would be in despair too. Yachiyo laments they missed the sale but it reminds her about the rest of the rumor. So there is a little mystery to it. They go back to the shrine because the tale took place at night. So not only did a person have to piece things together but they also would have to be okay with trespassing. The three girls jump in. I love how Iroha takes two hops. Iroha should get her money back from Mitama. Clearly that adjustment didn't help.

Yachiyo tells Tsuruno to stay back. Probably a good idea. Then also mentions that they would just write the same name down.

[MR Anime and Game Spoilers]||Yachiyo probably does think that Tsuruno would write down Mifuyu but I also have a suspicion that Yachiyo was worried Tsuruno would write Mel's name.||

They are taken by the Rumor. Yachiyo sees this girl Mifuyu and Iroha gets to see Ui.

Time for the ED

OST Spotlight

We are gifted with two little jingles this episode.

The first is Ban Ban Banzai! Ban Ban Zai - Just a fun little song. There is a video that adds characters from Magia Report making it even more catchy. This plays when Iroha first arrives at Banbanzai.

https://www.youtube.com/watch?v=u2YOUPGVp7g&list=PLatndx_EV7vy1r_1fZCAZnxJFDwJH3qbh&index=34

Then there is also "10 Times the Points." This plays when they reach the grocery store. Gets you in the mood for big savings.

https://www.youtube.com/watch?v=RyyzIBBkqWk&list=PLatndx_EV7vy1r_1fZCAZnxJFDwJH3qbh&index=93

VA spotlight

Finally we have collected all the members of Trysail. Shiina Natsukawa is the voice of Tsuruno. Like Momo she doesn't seem to do all that much voice acting. Though if Trysail is in the show she is likely there as well such as with Idoly Pride and High School Fleet.

Game Spoilers

Not too many changes, just in general better flow of events.

[MR Game spoilers]||I say that but this chapter of the game has tons of padding. Mitama instead of sending Iroha to Banbanzai just has her ask random girls her age if they have heard any rumors. Needless to say this doesn't prove to be fruitful at all. Iroha as a joke yells that she wishes a magical girl was around to help. Luckily Tsuruno was in the area and answered the call because that is just what the mightiest does. Tsuruno then spills all sorts of information that Iroha already knows before actually getting to the Seance Shrine rumor. The two agree to meetup and split up to hunt for the rumor. So Iroha basically goes on the stamp rally on her own. Only to eventually meetup with Yachiyo. We get this awkward confession scene when they finish the stamp rally as part of the marriage power spot thing. So Yachiyo went from trying to kill Iroha, to some random informant, to confessing her love in just 3 chapters. Back to the story, to kill some time Yachiyo and Iroha visit random shrines and fight a witch before coming to the same conclusion as they do in the anime. All 3 girls then meetup at the shrine at night and it plays out much the same way. Only good parts are Tsuruno, despite not being around much, gets better characterization and Mitama foreshadowing.||

Dub 2023 - I kind of like english Tsuruno at least so far. Yachiyo is still good and Iroha remains okay. Mitama sounded a little off in her brief dialogue. I like this episode. Nothing weird really stood out.

Episode 5:

We get a bit of Yachiyo's past and get to see Kanae. Back in the present, Yachiyo goes off to talk to Mifuyu and Iroha goes off with Ui. Ui just keeps repeating how magical girls can be saved. Iroha questions if she is even the real Ui. She then notices all the people who are asleep. With that she realizes Ui isn't real and goes off to help Yachiyo. Yachiyo doesn't know if she can trust Mifuyu. Mifuyu then spills details about the letters they send to each other each year as well as when they both became magical girls. Yachiyo believes it is really her and urges her to come with them. Mifuyu says she has to stay. Iroha shows up and Mifuyu lashes out at her while

Yachiyo despairs. Yachiyo is the one to destroy Mifuyu though. Iroha uses a grief seed on her. Tsunoro shows up. Then the rumor comes out. Iroha and Tsunoro get hit by attacks. Tsunoro is told to walk it off while Yachiyo carries Iroha and they try to flee. Iroha then transforms (her doppel). Yachiyo comments that it couldn't be. Iroha then defeats the rumor and they are freed. She then tries to attack Tsunoro only to be stopped by Mami. Yachiyo talks her down. Mami leaves but says that Yachiyo can't be trusted. Iroha wakes up at Yachiyo's house and stays the night. Yachiyo sees Mifuyu when she goes to check on Iroha. Then mentions she is the one who is trapped by her past. I don't know if she really needs to say that. I wonder if the scene would be better if she sees the image of Mifuyu then just looks out the window longingly. Then we see Kaede trying to fight a witch on her own; she ends up using her doppel to defeat it, but runs off because she doesn't know what happens.

Thoughts: Some of the backstory stuff is pretty neat but easily missed. We get a slight wink to the audience after a line of dialogue from Iroha about Ui. Overall once again it is Seance shrine condensed. There is a lot to like about this episode over the game and a lot to dislike. I like Iroha's transformation. I thought it was really neat and how it defeats the rumor was really creepy and foreboding. I dislike how quick they were with the progression of the rumor fight. In the game it drags on a bit but you really get this feeling of helplessness. You also really get a look into Yachiyo's character as she begs Iroha to stay with her as she carries her on her back. At the very least they should have had Iroha slide off Yachiyo before transforming for something to build the tension. Yeah, the Doppel vs Rumor fight could have been a bit longer. Then we get the Mami portion which in both game and show are a bit odd. However, I lean towards game as Mami leaving due to Momoko showing up makes more sense than just being talked down. I guess having everyone exhausted and Iroha trying to protect her friends just would have taken too long. Then we get Iroha back at Yachiyo's place. The conversation is a little odd. Like Yachiyo asks about calling Iroha's parents. In the game it is sure and that is that. In the anime they are already gone so they kind of have to circle around to a different resolution. In order to cut time, I probably would have had Yachiyo walk in to tell Iroha that dinner is almost ready if she wants to contact her parents about staying over then rest a bit more before eating. I do like Yachiyo's little self-reflection. The Kaede scene is interesting. I know on my first watch I really enjoyed it. Not sure why Mitama shows up though (never mind found out Mitama has team Momoko police the area for her). Also, I can see why people say the music is repetitive. It is because they use the same boss music over and over. There is plenty of other Boss music that would work almost as well to vary things up. Overall, I think this episode could have been more impactful if they gave the rumor fight a bit more time.

Rewatcher 2023 Subbed

So we open this episode with a bit of Yachiyo backstory and her relation to this gray haired Mifuyu. Mifuyu seems to like rumors. There is this weird shot of a bear image behind these lights. She also seems to know about their fate as she mentions being saved and making it to

adults. Yachiyo rejects this because she wants to make it on her own power. I really like the line, "I'm searching for you to remind myself of the reality of your disappearance." We get a shot of a single lamp before coming back to the present with Yachiyo calling out to Mifuyu. Then it is time for the OP. Tsuruno has joined the OP.

After the OP Iroha talks with Ui who just keeps repeating herself. Something strange about Magical girls, salvation, and fate. I think Iroha might need to reboot her sister. I like how Iroha hugs her but Ui doesn't hug her back. Feels like a callback to the scene back in Episode 1 or 2. We also get more train track imagery. Also a weather vane as well. Iroha then notices all the people laying around passed out which reminds her that this isn't normal. With that Ui becomes just a static pair of shoes. We have seen the left behind shoes before but I am not sure what they mean. Iroha then goes off to save Yachiyo.

Back with Yachiyo, she doesn't believe this is the real Mifuyu. Mifuyu then tries to prove she is the real one by revealing secrets they would know. Mifuyu mentions they have known each other for a long time since they were 12. Hopefully they weren't magical girls at that age. Yachiyo urges Mifuyu to come back with her. Mifuyu hops back to create visual separation. There are also these clothes or paper hanging around Yachiyo. Mifuyu says she can't and that Yachiyo should be the one to come with her. Iroha shows up to warn Mifuyu. For Iroha she looks distorted and weird. Creeping darkness starts to play as Yachiyo breaks down, leaving Iroha to deal with this Mifuyu. Mifuyu gets all defensive and fights Iroha. I think Iroha might be doing a bit better but she is still getting styled on. Yachiyo comes to her senses enough to kill the fake Mifuyu. Her soul gem is in bad shape so Iroha gives Yachiyo a grief seed.

"I am the only one who can fill the void in Yacchan..." STABBEDED

[MR anime spoiler]||I like how just after Iroha says Ui. Little Kyubey chimes in, which causes Iroha to notice how weird the place is. I guess once you know it is easy to see what they are hinting at.||

Tsuruno shows up. I always thought this scene was weird. She states that the things she was fighting just kind of left so she got worried and decided to jump in as well. I am assuming it is because Yachiyo and Iroha have violated the Rumor or something. Sure enough this snake Elephant thing shows up to La Gis no less which we just heard with the Mifuyu fight. They try to fight it but nothing they do seems to be working. Iroha offering to help only to eat a bubble always makes me laugh. Yachiyo notices Iroha's gem is getting dark fast so they decide to retreat. I like the scene of Iroha being engulfed in darkness. Then Iroha transforms and brutally kills the rumor by pecking it to death..

They breathe a sigh of relief but the thing coming out of Iroha turns its attention to them now. Credens Justitiam starts to play because Mami has shown up to save the day. She shoots the thing out of Iroha's hair. Mami then tries to kill Iroha because she thinks Iroha is a witch. Yachiyo

protects Iroha. Mami and Yachiyo have a bit of an argument before Mami gives up and leaves with an ominous warning. Little Kyubey runs away vanishing in a splash of water.

While passed out Iroha has a dream of Ui telling her to go to Kamihama. Iroha wakes up and notice her gem is now clear. It was so nice of Yachiyo to carry Iroha home. It was even nicer of her to braid Iroha's hair. Why didn't they just leave it unbraided? Iroha comes down the stairs. Her and Yachiyo talk. It is too late for Iroha to come home so Yachiyo offers to have her over. I feel like some of this conversation could be trimmed down. At least we get some clock shots. Iroha doesn't make it to dinner because she falls back asleep and doesn't wake up. We then parallel Yachiyo and Iroha's journey. Then the ED plays.

Post Credits Scene. Looks like Momo and Rena didn't do so well in this last witch fight. They are both knocked out leaving just poor Kaede. Kaede transforms and beats the witch with these weird ink hands. Kaede seems pretty disturbed by the weird paint coming out of her. Then when Mitama shows up to check on things, Kaede runs away. Kaede falls over and laments how whatever happened wasn't normal. The cut to the end card is a bit abrupt though.

The end card is a stylistic Yachiyo and Mifuyu.

The more I watch this episode the better my opinion improves. At first I thought Tsuruno showing up seemed odd but it kind of makes sense. I thought the fight with the rumor was too short and didn't get across the direness but it goes on for longer than I thought. I thought the bird thing killing the rumor was too short and didn't get the brutality across but it sort of does. Same complaint with the Kaede scene. The Mami scene is still a bit awkward though.

I remember when I first watched the show this episode really grabbed me. The mystery felt deeper and the themes darker. I just thought this episode was really cool with a lot of intrigue. Particularly Iroha's transformation. I thought it was something like Hollow Ichigo but this didn't seem like the kind of show with random shonen battle power ups. Then you have the Kaede scene. I thought it was really interesting that she ran away. It was like she somehow accessed witch powers. The implications of that seemed pretty scary considering what we had seen of witches so far. Like I stated, I didn't watch Madoka first. So this episode kind of helped me unravel the mystery. So being spoiled by reviews after episode 7 wasn't too bad.

OST spotlight

Maybe I will just mention Creeping Darkness. There are two other tracks that I considered but I couldn't really find the ones I was looking for. Creeping Darkness is kind of the ramp up song. Sets the mood. It is definitely another one of my favorites. This plays right before the fight with

Mifuyu. However I feel like there was a better spot to talk about it. However I can't really find much else to talk about with this episode.

VA spotlight

Ui and Mifuyu haven't done much but probably as good as time as any to mention their VAs

Ui Tamaki is played by Manaka Iwami. She voiced the winner of the best girl contest Mahiru. Yes I am still salty. She also voiced my favorite horse girl, Rice Shower. This season she is voicing Kokona in World Dai star. She is also the voice of Tohru of Fruits Basket. She was also Maquia in the 2019 movie.

Mifuyu is voiced by Mai Nakahara. She plays MaryRose and Rosemary in Shadow House. She also plays the girl who is in love with the Coach in Birdie Wing. Quite a long career with voices such as Midori of Midori days, Mai from Mai-Hime, Nagisa of Clanned, and Rena of Higurashi.

Game Spoilers

Again we reach the back half of the chapter. Much of the shrine plays out the same albeit a bit more drawn out. After the shrine is when we see some differences.

Writing out the game spoilers reminded me of something. All the wheels we saw last episode is likely referring to the game's rumor design.

[MR Game Spoilers]||So like with the anime Iroha realizes that something is up. Yachiyo and Mifuyu's conversation also largely plays out the same. Iroha goes to rescue Yachiyo much the same. Yachiyo just kind of says she figured it wasn't the real Mifuyu even though she was clearly falling for it for a bit. Yachiyo then asks fake Mifuyu to fight Iroha because the real one could beat her. Iroha on her own defeats Mifuyu. Soul gem bit plays out the same. They actually get out of the rumor which is how they meet up with Tsuruno only for the rumor to pull them back in. Fight plays out largely the same. Attacks aren't working. Yachiyo is worried about Iroha. Iroha transforms and kills the rumor. Only difference is at this point the game is still trying the whole "defeat the rumors with the opposite". The rumor is wish based so they need curse attacks. Mami shows up and tries to kill Iroha. However, Iroha isn't out cold which makes the conversation just awkward. She leaves in the game because Momoko, Rena, and Kaede show up clearly outnumbering her. Yachiyo invites Iroha back to her place and Iroha does have to call her mom. Yachiyo convinces Iroha's parents. Also Iroha and Yachiyo agree to team up looking into rumors to find the people they care about. Tsuruno then shows up with Banbanzai food. She also mentions how Nemu comes to her shop. Don't worry this goes nowhere and is a huge waste of time. Iroha closes out the chapter with her little recap. So there is no Kaede transforming scene in the game.||

Dub 2023: Okay the Kaede scene sounded so bad. Also I think the sound effects may have been mistimed. It was strange. Ui sounded alright. It is not the first we have heard of her but she does have a bigger role this episode. I saw comments that Ui and Iroha should have swapped and honestly I can see it. I think the voice of Ui could have worked for Iroha. Mifuyu sounded alright. Mami sounded alright. Mitama sounded a bit off.

Episode 6:

I am even less prepared today than yesterday. No, I didn't just read over my old notes and watch u/Adwins "Magia Record in a nutshell" videos for my writeup today.

We start off with Nanaka, Kako, Akira, Meiyui, and Felicia fighting a witch. They are trying to strategize but Felicia says, "TIMES UP LEEEROOY JENKINS." The other girls are pretty cross with her. Iroha wakes up from sleeping at Yachiyo's place. We learn it is a boarding house. Iroha thinks Yachiyo purified her soul gem. She then goes off to do some "sightseeing" before heading home. She doesn't get too far before she wanders into a rumor. She drinks the lucky water with Felicia. Felicia notices she is a magical girl and decides extortion is the proper course of action. Iroha is taken aback but luckily a witch shows up. Felicia beats and then tries to get money out of Iroha again. Iroha offers her ice cream instead and off the two go on a crazy luck filled adventure. Yachiyo goes to the coordinator to get info on the rumor. On the way she passes Nanaka's group complaining about Felicia. Meets with Kyoko. Lays down the rules but ultimately deems Kyoko capable of handling herself. Yachiyo then calls Iroha and tells her she is investigating a new rumor. The very same rumor that Iroha just got herself into. The groups meetup. Yachiyo warns Iroha about Felicia. Iroha hires Felicia and they go off to investigate the rumor. Felicia jumps the gun and wrecks everything, costing them their lead. They then follow the rumor spreader. Which ends up with them running into the wings of Magius. Felicia then joins them because they plan to get rid of all witches.

Thoughts: English Felicia sounds pretty good. Also, nice to see some of Felicia's story make it into the show. Stuff that if you just went through the main story of the game you would miss. I also really like the changes made to the owl water rumor. The hidden countdown is pretty fun rather than paper falling from the sky every hour. Also RIP Iroha only has 16 magia stones, no way she is pulling Felicia-chan with that stash. Felicia's character gets a lot more time in the show which is nice because she is my favorite character. However, I don't feel they really show off why Felicia has a bad reputation. They should have had a few shots of her blowing Nanaka's team away with her wild swings or something. Also, Iroha gets money to pay Felicia but they decide to keep in the making her dinner bit. It just came off as awkward and wastes precious time. I feel like Kyoko is also handled better in the show than the game. She just feels more like herself in this. The anime also keeps with making turf a bigger deal.

Rewatcher 2023 Subbed

So we start the episode with a group of girls strategizing on how to fight a witch while this banger of a song plays. Success rate seems to be kind of low at 33.3% repeating of course. Well Blondie doesn't care about strategy and jumps in LEEROY JENKINS style. The rest of the team are pretty upset. FELICIA YOU IDIOT. She just wanted some chicken.

[MR Game Spoiler]||The group is Nanaka, Kako, Akira, Meiyui, and Felicia. So basically mafia plus Felicia. The witch they are fighting is actually a familiar. They are familiars for the Witch of Symbols. The Witch of Symbols itself has a sort of biblical horror look to it. Also these events are a reference to Felicia's Magical Girl Side story.||

We come back from the OP to be back with Iroha. Why is Iroha now in pajamas and her hair is unbraided again. Yachiyo is a creeper. Iroha wakes up at Yachiyo's place. It is Saturday so she doesn't have to go home quite yet. Yachiyo offers her breakfast. Then Iroha thanks her for cleansing her soul gem. Yachiyo suffers PTSD from that day but accepts the thanks anyway. Probably for the best not to tell Iroha she became a scary monster. Kaede sure didn't seem to be taking it well. So Yachiyo pivots the question to what Iroha plans to do today.

[MR Game Spoiler]||In game Iroha is comically bad with technology and finding her way. Part of me wonders if this trip is supposed to be a reference to that. She does check her phone a bit and ends up in seemingly random places.||

Iroha decides to sightsee a bit since she has once again run into a dead end. Yachiyo recommends visiting the abandoned mall full of mannequins, not before warning her about not wandering too far east into other wards and territories. Jokes aside, Iroha does visit a few other shrines and an open mall. Finally Iroha arrives at the abandoned mall, her destination all along and naturally she runs into a suspicious vendor giving out free water. Why are there keep out stickers on the floor? She also runs into the Blonde girl from the first part of the episode. The two drink the water because clearly nothing is wrong with what is going on here.

Blondie finds out that Iroha is a Magical Girl. So she tries to extort Iroha. How does Felicia know Iroha is magical girl? By the symbol on her fingernail. Felicia's is a hammer. Iroha's is a ring and Yachiyo's is a Crescent Moon. Not sure about the other girls we have run into. Of course we get more shots of the birds. Not sure if this time the number is random. There are pairs of twos and threes which don't directly match up with the situation but could refer to different groups. Just as Felicia is about to rob Iroha blind a witch shows up. Felicia makes a comment and the design seems familiar so it is likely the same as seen earlier in the episodes. Iroha contributes nothing and Felicia wins on her own. We do see some egg imagery in the fight and afterwards a cracked egg on the ground by their feet. I wonder if there is more to it than just a reference to the fight. There are now two birds obviously referring to Felicia and Iroha.

Felicia explains she is a mercenary. Iroha needs to pay up or else. Anyone else notice the bunnies on Iroha's purse are making a weird face. Iroha says she doesn't have much money and offers ice cream instead. Felicia introduces herself and lets Iroha have one of the ice cream

bars. We get this shot of a group of cats which I am not sure what that is about. Then Felicia says she has won and a number counter goes from 24 to 23.

Yachiyo stops by Mitama's to get some info on a rumor. On the way in she runs into the group that was teaming with Felicia earlier. They still don't seem to have gotten over the witch fight. Inside we see Mitama drinking some tea. Mitama, please tell me you didn't put ketchup and mustard in your tea WTF. I like the Felicia wanted poster. Yachiyo redirects the conversation back to the rumor only to be interrupted by an unwanted guest. It is Kyoko and she was here for Yachiyo not Mitama. Oh look, t shirts on a hanger and on the ground. Kyoko wants Kamihama magical girls to share the wealth. Yachiyo says that is fine if she can follow the rules. I guess Yachiyo is just looking out for weak magical girls. Then Kyoko tries to get out Yachiyo with some prying questions. Yachiyo doesn't take the bait though so Kyoko leaves.

Yachiyo is now 2 - 0 vs the Holy Quintet. Her other victories include Rena and Fake Mifuyu.

We then get back to Iroha and Felicia's luck filled adventure. I definitely saw gems which are Magia Record currency and the spinning card you see when you pull a new rare unit. Not sure if the rest of what happens are also references. The two then go out for lunch at a pretty empty diner. Felicia explains a bit about herself. How her parents were killed by a witch. Yachiyo calls it is time to combine plots.

The four meetup. Yachiyo is surprised to see Felicia. Felicia recognizes Yachiyo but not Tsuruno. Tsuruno and Felicia argue off screen while Yachiyo explains about Felicia and then the Lucky Owl water to Iroha. Finally the rumor spreaders show up. It explains the rumor and how if the countdown reaches 0 bad luck will strike anyone who drank the water. Hope you have been keeping track of the counter. Felicia is having none of this rumor nonsense. Iroha stops her by offering her money. Yachiyo cuts in and says child labor laws prevent her from hiring a minor to be a mercenary. So Iroha offers "dinner" as under the table payment. They go back to the abandoned mall. LA gis plays which to me doesn't fit and feels like they couldn't think of anything better. Felicia gets mad at the unnatural figures she failed to notice in the first place. Felicia takes the shoot first ask questions later approach only for the rumor to get away. Kyoko has been eavesdropping this whole time.

The team then looks around town and happens across the rumor spreaders. Yachiyo mentions that they were probably there all along and they just didn't notice. I find this amusing as the last rumors we saw were explained in a normal manner. So until Yachiyo points it out, even we the audience didn't realize the nature of these rumors. They follow the rumor spreaders to this strange area where hooded figures show up to confront them. These figures seem to be protecting the rumors. Tsuruno and Yachiyo transform instantly. Iroha and Felicia are more willing to listen to what they have to say. They tell Felicia they can eradicate all Witches which will satisfy her Vengeance. Then we get this creepy shot of Felicia. I am not sure if that is a Nagata cut or not. After the creepy shot is a cut shot of a picture of Felicia holding a stuffed cow.

The ED plays. There is no post credits scene this time.

End card is these two magical girls that look to be twins.

I think this episode is alright. I am a bit biased since Felicia is my favorite. The luck filled adventure is fun. It is good to see Kyoko again. However I feel like overall the episode is kind of slow and not much really happens.

OST Spotlight

We finally get to another one of my favorites, Witches Dance. This plays early in the episode where Felicia goes off to fight the Witches. The song really does give the vibes of a chair dance. Makes you wonder if maybe Witches aren't so bad if they have music like this.

VA spotlight

Okay so we have this short child. She seems to have anger issues, she yells a lot, she is immature, she is energetic, and she is the best. You guessed it, Ayane Sakura voices this character. Ayane Sakura is my favorite VA and Felicia is my favorite character in the Madokaverse. Ayane always does a good job. Her performance with Felicia carefully straddles the line of the absolute worst gremlin to adorable gremlin. Ayane Sakura also plays Gabi in Attack on Titan, Iroha in SNAFU, and Saki Saki in Girlfriend, Girlfriend. Even in her main roles she isn't often the lead. Ayane often plays more supporting characters.

Game spoiler

A decent amount of changes and additions this episode compared to what happens in game. Still largely takes a similar approach

[MR Game Spoiler]||So we start this chapter with Iroha eating at Banbanzai because in game Iroha doesn't learn about the restaurant until Tsuruno says something. It is part of the lead she gets in order to find Nemu. Well Nemu who may or may not be who Iroha is looking for only shows up to Banbanzai like once a month. So Iroha searches the phone book for Nemu. While wandering around her, Felicia, and Kyoko run into a lucky water stand. They each drink the water. Afterwards Iroha gets pelted by papers with numbers on them from nowhere. This leads to her and Yachiyo looking into the rumor. Iroha and Yachiyo split up with Iroha running into Felicia and Yachiyo running into Kyoko. Yachiyo also runs into the rumor spreaders. Felicia and Iroha run into a witch. After fighting the witch Felicia goes back to being her normal self rather than a rage machine. Iroha takes her back to Banbanzai where Felicia and Yachiyo have a funny conversation. Iroha hires her and the group goes off to track down the rumor. Which leads

them to Magius who offers Felicia a better deal to switch sides. So anime gets rid of the Nemu sub plot which was a waste of time. There isn't quite a much back and forth. Instead the anime has Felicia and Iroha go on a luck filled adventure. In the game Iroha doesn't have money hence the Dinner deal instead. Anime tries the same but to worse results. The beginning portion is actually part of Felicia's Magical Girl Side story and not actually part of the Main Story. It was nice of the anime to fit that in.||

QOTD: [MR] We meet Felicia! What do you think about her approach to life?

Being homeless is certainly a choice. I do think the concept of a magical girl mercenary is interesting. If you get the short straw when it comes to magical abilities it is going to be pretty tough to fight witches. So you hire a stronger magical girl to take care of witches for you. You either pay them in cash or help them in other ways to gain grief seeds. Felicia is pretty cheap. I don't understand why the others just don't let Felicia do all the work and reap the rewards. Felicia definitely does things her own way and is a bit selfish but more in an immature way.

QOTD: [MR] About how many times in your life has a stranger offered you free drugs?

A smoker offered me a cigarette once but that is about it. Unless you count parties where Alcohol was available but no one offered it in that way, more of it was there to partake in.

Dub 2023: Episode sounded nice. I really like English Felicia. All the cameo girls sound nice as well. I like Felicia and Tsuruno's off screen argument. Some weird dialogue with Yachiyo. Kyoko sounds good but her lines leave a bit to be desired. Especially at the end of the episode.

Episode 7:

We open with Felicia in front of a fire, crying about her parents. Then she sees a witch. Kyubey shows up and urges her to make a contract. Felicia then apologizes to Iroha. Kyoko shows up and says she considers joining as well. She reaches out to Felicia. Felicia is still a bit conflicted about things. We cut back to Yachiyo, Tsunoro, and Iroha who are hanging out. Yachiyo knew this would happen so she is tracking Felicia (how?). The Amane sisters show up and offer Kyoko and Felicia more water. Kyoko pours hers out making comments about how hope and despair are always in balance. Felicia seems to be more confused about what is going on. The orientation is interrupted as Yachiyo and team arrive. The Amane sisters go to meet them. They then throw a green orb and reveal a bunch of witches. Felcia and Kyoko bail on the arrangement. Kyoko opens a door for Iroha to go after the Rumor on her own. Kyoko then gives a little pep talk to Felicia. After being defeated the Amane twins reveal their doppels. Iroha has to summon her doppel to defeat the lucky water Rumor. After that is all over Mifuyu shows up to find out what is going on. The Amane twins apologize for their failure. Tsunoro is happy to see Mifuyu again. Mifuyu explains she can't come back. Goes to say that Yachiyo is the one who

bailed on them but decides to roll it back. She then leaves. Iroha then tries to help Felicia. The others chime in that she needs to manage her temper. Felicia breaks down because she doesn't know how else to process her pain. Iroha tries to comfort her then Yachiyo offers for Felicia to stay at her place. We then see Kyoko on a radio tower talking about how weird Kamihama is. Later that evening while Iroha is making dinner her parents call to say they found a boarding house. Turns out it is Yachiyo's place. Iroha then begins moving in. Yachiyo and Felicia are starting to get along. Iroha then gets an unknown text asking for help.

Thoughts: The defeat of the rumor is a lot better than in the game where Felicia golf swings it to Iroha. Also, in the game the fight drags on a bit. The Amane sisters fight on the other hand is kind of disappointing in comparison. Yes, the game has a lot of back and forth which was kind of annoying. You will be happy to note that the Mifuyu scene and the offering Felicia place to stay scenes are just as strange in the game. Seriously, how hard is it for Yachiyo to just say she is thinking about reopening the boarding house. Iroha isn't with everyone at the end so she doesn't get to ask Mifuyu if Ui is a Wings of Magius. I think that is probably the biggest story miss of this episode. Overall Felicia is handled really well and we get a lot of her character backstory. The "I don't Know" when asked by Kyoko why she fights is particularly great. Kyoko being skeptical is nice and her kind of connecting with Felicia was nice since the two are kind of similar. I don't think the Kyoko scene at the end was really needed. The witches coming out of the green square was a nice touch. I do have to wonder why they thought Felicia would remain loyal after seeing all those witches though. Well the Amane twins aren't known for their competence. Overall one of my favorite episodes.

Rewatcher Subbed 2023

So we open with some backstory for Felicia. Her apartment is on fire and then we see a witch rise from the flames. Kyubey shows up to explain that a witch caused all this. Felicia then wishes to get revenge on them. Then we play the OP.

[MR Game Spoilers]||I never liked how this was written in the game. Basically this isn't part of main story in arc 1. However in Felicia's Magical Girl Side story it is revealed that she didn't actually wish to get revenge. She is the actual reason for the fire, not a witch. Something about messing around in the kitchen to get attention after her parents had a fight. Fire breaks out and it is all Felicia's fault. She wishes that this never happened. So Kyubey grants the wish by erasing the memories of her parents and substituting them with the witch story. The neighbors don't even remember them. So what we actually see is Felicia's Witch. When characters point out that this is BS Kyubey simply mentions the intent behind the wish. Felicia is like 11 or 12 when this happened seriously, Kyubey.||

We come back to Felicia being guided by one of the hooded girls. Imagine being the unlucky one that had to take care of Felicia. Felicia is being a bother and the poor girl is just putting up with it. Finally they get to the main water treatment facility. The water is flowing the wrong way. I am pretty sure I wrote about this before. Another one of my favorite tracks play, Wings of

Magius. I like to think of this as the Amane theme. And look who we meet Tsukasa and Tsukoyo Amane, NEE. They reiterate the deal with Felicia. Kyouka shows up as well.

Back with Iroha. Looks like Yachiyo had the foresight to put a tracker on Felicia. Of course that is going to use one of Iroha's luck counter. They follow the signal to the water treatment plant. Why is it designed like that? Why are there sprinklers in front of it? I think I counted 5 sprinklers. I have some theories on what it could refer to.

Back with Felicia, she and Kyoko start to have a conversation. Felicia is pretty down on herself. Kyoko offers her some Pocky. I really like how these two interact. They are like Kindred spirits. They finally get to the room with the Rumor. We see a guy with an accordion then a woman hit a guy with a hammer. I am not sure what the runes say. I am sure Tar will translate them. Later we see her booth is called Beatrice. There is some ribbon hanging from the ceiling and some figures hanging around what looks to be a giant shoe. I guess that is the rumor. The Amane twins offer Felicia some more lucky water. They also explain that if you forget you get equal retribution of bad luck to your good luck. Likely a reference to the fate of magical girls and their contract with Kyubey. Kyoko then chimes in about how she knows how it works. There is a give our take otherwise it would be too good she states as she pours out the water. It flows the wrong way so it should be obvious what she did. So one of the Amane's mentions there is no risk since they will provide it but what is up with the weird faces leaning in on her? Kyoko is just here for the grief seeds. The twins then reply that no one needs grief seeds.

[MR Game Spoiler]||Okay so Beatrice is the name of Felicia's witch form. The history behind Beatrice is that she murdered her husband. That is what is being referred to here. I guess technically you could piece it together as an anime only but this really feels like something you wouldn't catch unless you hit up the wiki.||

Perfect time for Iroha and company to arrive. The Amanes greet them. Iroha calls out to Felicia. Iroha then asks why they are protecting the Uwasu. Tsuruno states that people are getting harmed by them. The Amanes reply that they aren't concerned with everyone. They throw up this green Cube with the Words Alina Gray appearing. A huge witch labyrinth appears. They tell Felicia and Kyoko to beat up the weak ones while they take on Yachiyo. Why would you release a bunch of witches when you are trying to convince a girl who hates witches to join you? Not very smart on their part.

Iroha and Felicia connect and start destroying the witches. Felicia and Kyoko switching sides takes up some of Iroha's luck counter? That seems like a bit of a rip off when they would have done that even without the lucky water. Kyoko makes an exit for Iroha so that she can go after the rumor.

So there is a huge cave under this water treatment as well? How is Iroha not lost? Oh right the luck and little Kyubey who in this instance is also considered luck. He has shown up for each rumor so far but this time his appearance is lucky I guess.

Back with Kyoko and Felicia they are going off on the witches. Kyoko is able to keep up with Felicia so isn't really at risk. However, Felicia is still flailing wildly, so Kyoko offers some advice. I really like this conversation. Also I think this is the first Nagata action cut. It isn't too hard to follow and looks pretty nice. With the witch barrier down, it is time to fight the Amane's. They say something about showcasing a miracle and transform. The fight doesn't seem to be going well for Yachiyo and the team.

[MR Game Spoiler]||Felicia's "I don't know" refers to the fact that her memories have been wiped and she doesn't actually know why she is a magical girl.||

It is not going much better for Iroha either. She isn't doing damage and it is only through luck hax that she hasn't lost herself. Then Hollow Iroha plays peekaboo and takes over. She destroys the rumor then says some stuff about strength and closing your eyes. With the rumor defeated the Amane's stop their fight. Mifuyu shows up only to be glomped on by Tsuruno. She isn't here on happy terms though. Her and Yachiyo talk about abandonment. Real Mifuyu also offers Yachiyo to join her. Yachiyo naturally refuses. With that Mifuyu leaves. Yachiyo does try to stop her but Mifuyu just sort of teleports. Iroha crawls back to where everyone else is.

Felicia starts to head off but Iroha stops her. Iroha asks where she is staying. Did she not pick up on the fact that Felicia has nowhere to go last episode? Why do you think she mentioned her parents were gone and that she has to drift around working as a mercenary for money? I think it is a bit rude of them to talk about anger management tips when Felicia is clearly struggling. Felicia gets mad at them and has a bit of a breakdown. Oh, so that is what the sprinklers were for. That is a little mean Shaft. Yachiyo offers Felicia a place to stay and Iroha offers her food.

Kyoko then recaps the episode for us while she eats an apple. Iroha makes Felicia food then gets a call from her parents. They found a place for her to stay. With that the last of her luck is used up. Gee I wonder what place they found.

ED plays

POST CREDIT SCENE hype. Everyone is moving into Yachiyo's place. Oh we have the name now, Mikazuki Villa. Looks like Felicia has already moved in and is causing Yachiyo trouble. I really like the casual clothes the characters wear. Then a pink phone, I am guessing Iroha's, starts getting text messages from an unknown caller with ominous messages. Also the time is 12:43. The boxes are for oranges it seems. I am sure that means something but I am drawing a blank

[MR Anime Spoilers]So I pointed out the time is 12:43 if you add the numbers you get 3 and 7. 3 is san and 7 is nana. Combine them and you get Sana who is our next character.

End Card is this green girl

[MR Anime Spoilers]||Can we start making memes about Yachiyo kidnapping adopting children?||

Saw some comments that Kyoko and Felicia are pretty similar. I think with this episode it is more than clear that the similarities are indeed intentional. They very much are meant to be parallels. Felicia is my favorite of the series so naturally Kyoko became my favorite of the original. I think the two bounce off each other so well.

There are a lot of good aspects about this episode. However all the fights feel pretty underwhelming.

VA Spotlight

Tsukuyo Amame is voiced by Maaya Uchida. Maaya Uchida is in the currently airing all-time great Isekai, In Another World with My Smartphone, as Elze Silhoueska. She is also Liliuca Arde in Danmachi, Bakarina in HameFura, Hitomi Tadano in Komi Can't Communicate, Nozomi Yuuzuka in Cue, Maho in Priconne, and Rikka in Love Delusions and Chuniyo. She is in quite a bit.

Tsukasa Amame is voiced by Aya Uchida. I don't think the two are related. Not quite as big of a VA. She is the currently The Aristocrat's Otherworldly Adventure. She voices Freida from Ascendance of a Bookworm, Parona from To Your Eternity, and Sylph from Black Clover. Also quite a few roles in the more musical anime.

OST Spotlight

Wings of Magius is another one of my favorites. I like to think of it as the Amame's scene since the most memorable time it plays is during their introduction. It did play in the last episode but just ignore that. With a theme like that maybe these Wings of Magius aren't so bad.

Game Spoiler

Quite a number of differences this time. As with the last episodes this is the back half of chapter 4. Follows the same flow but not quite the same.

[MR Game spoiler]||So in the game this whole switching sides is actually a ploy setup by Yachiyo...but then Felicia actually considers it. Iroha goes on about how the bad thing could be really bad. Felicia fears she will lose her stuffed animal and decides to once again rejoin Iroha's group. Felicia is the one to lead them to the sewers which are behind a school. Kyoko is a bit more hot headed in the game and just beats up the feathers because she doesn't have time to listen to them. Yachiyo doesn't agree with them but she certainly understands what they are talking about. For an hour left in their lucky countdown they sure do talk a lot. The Amame twins

finally show and they fight those two. This goes on for quite some time. Since they use music magic, Tsuruno gets the idea to yell to cancel out their flute sounds. This works. Then we take a break from fighting for Amane's to explain doppelers. Kyoko, Iroha, and Felicia run off to fight the rumor while Yachiyo and Tsuruno beat up the Amane twins some more. Rumor fight they try a bunch of stuff and fail because the rumor causes random back luck like being hit by a boulder. They finally work together to launch Felicia to the rumor who proceeds to golf swing it back to Iroha. The combined power is able to defeat the rumor. We come back to Yachiyo and Tsuruno to find that Yachiyo has broken their legs. This became a meme in the community. Mifuyu shows up and it plays out similarly except Iroha gets to ask a bunch of questions. Mifuyu gets away. The Felicia conversation is so long and boring in the game. WOW this chapter is beyond padded. YACHIYO FINALLY OFFERS Felicia a place to live if she gives up being a mercenary. Then later the same for Iroha in what has been largely the most pointless 10 minutes. Yachiyo goes to help Iroha pack and Yachiyo notices how odd the room is. The characters recap the chapter and we are finally done. I know some people like the Rumor fight and I guess technically they are still going with beat the rumor by doing the opposite but I think this is where the rumor fights start to get less interesting. I really did not like the fight. I also felt in the game that Kyoko was kind of out of character. The only positive is Felicia and Tsuruno get more screen time which helps build up their characters. The Amane fight for better or worse is longer as well.||

QOTD [MR] 1: Kyoko didn't buy in, but they almost got Felicia. What do you think of the Wings of Magius's sales pitch? Fight them/hear them out/join them?

I don't know that Lucky Owl water seems ridiculously powerful. If someone else is reminding and providing me I don't see much of a downside. Outside that they seem a bit shady. Once again unleashing Witches when you are trying to get a known Witch hater to join seems like a bad strategy.

QOTD [MR] 2: Has anyone ever tried to recruit you into their cult?

They often knock on your door. I hate having to listen to their spiel and try to find a way to cut them off and say you aren't interested.

The real question of the day is if you did take the Lucky Owl Water how long could you go before you forget.

I feel if it was in a convenient location I would probably be able to keep it up for quite some time like 50 to 100 days before I slip up.

Since we have assembled The necessary characters I can now share a little skit based on the discussion we had earlier.

Mitama's cooking

"Welcome to another episode of Mitama's cookings. With us today are the judges. Say hello, Felicia, Kyoko, and Momoko," said the host

"So what will you be making today?" asked the host.

"Today I will be making spaghetti," replied Mitama. "First I have to boil some noodles."

"She didn't break the noodles before putting them in the pot so that is a good sign," said the host.

"While we wait for the noodles we are going to make the sauce," stated Mitama. "So I have an onion, garlic, ground beef, and so on."

"So far so good," commented the host.

Just then Mitama put all the ingredients into the pot.

"I spoke too soon," said the host. "She isn't going to cook the meat or cut the veggies it seems."

"Now I just have to add tomato sauce," said Mitama. "Now where did I put it? Ah, well can't find it, sure I can substitute it."

Mitama grabs a can of red paint and begins pouring it into the pot.

"I am running a bit behind so I will just have to turn the heat up on the sauce," said Mitama. "To check the noodles you just have to throw them against the wall and see if they stick."

Mitama then pours the entire pot of noodles onto the wall. Any noodles that stick are scraped back into the pot. She then puts it back on the burner.

"Uh I think you are only supposed to test one noodle. Also there are other ways to check if the noodles are fully cooked," said the host.

"Now I just have stir the sauce a bit and let it cook," said Mitama. "OH I almost forgot to turn off the burner that the noodles were on. Once the sauce is cooked we pour it onto the noodles and it is ready to serve."

Mitama brings out a plate to each judge.

"Well it kind of looks like spaghetti," states Kyoko. "Maybe this won't be so bad she says. I wish I wasn't so hungry and hated wasting food." Kyoko begins eating.

Felicia immediately started stuffing her face then licking the plate when she finished.

"Well here goes nothing," said Momoko as she put the fork in her mouth. Instantly each girl is knocked out.

"Well there you have it folks, 3 knockouts," said the host.

"Yay, a perfect score," said Mitama. "They loved it so much."

"That is one way to look at it," replied the host. "Well that is all the time we have for today. Tune in next time for when Mitama makes a Souffle."

Fdub 2023 - Felicia and Kyoko both sound pretty good. Not a fan of the twins still but this episode felt better. Felicia's breakdown is pretty good but a little awkward at times. Better than Rena's though. The bit with Felicia and Kyoko and the fight felt like it was missing some lines and honestly I think it worked out for the better if that is the case. The audio got desynced at the end but it could just be a technical issue on my end. Mifuyu was fine. Tsuruno felt a little off.

Episode 8:

Iroha has the radio playing while she sleeps. The DJ is answering a call in. The caller mentions liking a girl from another school. I think there is only 1 confirmed lesbian in Magia Record so my guess would be Rika is the caller. The lead in to the opening is hilarious. Iroha is trying to contact Kaede but can't get a hold of her. At first, I was confused then I remembered she was scared after unleashing her doppel. Iroha goes to the roof to find none other than you guessed it yes that is right a stack of desks. Okay, Rena was up there but we do get more shots of desks. Rena talks about how Kaede has been avoiding everyone. Then the two discuss some rumors. Iroha heads to banbanzai to return the lunchbox. Once again, we get the door slamming gag. Turns out Felicia started working there. Tsunoro arrives and the three talk about the Radio Wave rumor. Iroha heads home to hear Yachiyo on the phone (Spoiler: She is talking to Kanagi the head magical girl of the other side of town. So many spoilers in the conversation. We learn that the Magius have been targeting the east.) Iroha goes to explain the rumors she heard but is interrupted by her phone. Another unknown spam messages. Iroha goes to sleep with the DJ playing this time the letter is about being a fashion model. Not really sure about that one. Iroha then dreams about Touka, Nemu, and Ui. Touka is explaining how the odds of finding a best friend is not quite as bad as pulling Madokami. Nemu says that relating miracles to science is unimaginative. The two fight. Then Ui kills them both with her teddy bears. Next day at school Iroha is called into the office. Felicia was arrested for fighting. Someone was badmouthing Iroha and Yachiyo so Felicia stood up to them. Curious who it could have been. The two then go off to the Radio Tower and hear the voice laughing. Next day at school people talk about Iroha behind her back. She hangs with Rena again (Important the chairs are facing the same way rather than

back to back). Rena explains what she found about endless solitude. Iroha goes back to the Radio tower and runs into Tsukyo Amane (I had to look it up). She follows her to the top of the tower where Tsukyo unleashes a witch. Iroha tries to ask question but she is ignored. Mami saves Iroha and then the rest of the gang show up. They defeat the witch then share info again. Yachiyo gives Iroha the go ahead to respond to the messages.

Thoughts: The radio segway into the opening was pretty funny. I also liked the DJ letters. Felicia still seems to be a big part of the story. Rena is back but Kaede is MIA. In the game Momoko is the one assisting Iroha. This is the chapter that Iroha transfers to the Kamihama University Affiliate school. There is a lot of moving quickly through the days in this episode, but overall, I felt this was the most evenly paced episode so far. Heck even the afterthought witch fight felt like it had enough time. I am curious who Felicia got into a fight with though. Not much else to say about this episode.

Rewatcher 2023 Subbed

We Open this episode with Iroha asleep at Mikazuki Villa. Her radio on her phone comes on and plays the OP. This is huge, Trysail exists in the Madoka universe. I wonder if they happen to be voicing the main characters for a magical girl show in this universe as well. Is it Trysail all the way down?

After the OP, DJ Hammer reads some fan mail. Who is this actual lesbian in a series of bait. The radio cuts out and we hear laughing. Then Void plays as Iroha prepares for the day. Iroha transfers schools and starts her day at the same school as some of the other girls we have seen. We get a shot of those other girls. The school is naturally pretty big but not as nice as her old school. We also get to see Felicia on a roof with a bunch of birds. Oh and Kaede who doesn't seem like she went to school. During Lunch girls invite Iroha to join them but she turns them down. She is trying to hang out with Kaede but Kaede isn't texting her or going to school for that matter but I guess Iroha doesn't know about that. Instead of taking up the girls on their offer since Kaede is a bust. Iroha goes to eat on the Roof where she meets a stack of desks and chairs. Oh, I guess Rena is up there as well.

Rena and Iroha setup the chairs facing away from each other and have a chat about Kaede. She doesn't answer phone calls, misses school a lot and when she does show up she doesn't interact with others, and leaves right away. Rena also asks Iroha why she didn't let her know she was going to the same school. Iroha replies that she did but Rena never responded to her texts. Shaft there better not be any symbolism in that bento box. Rena then asks Iroha about her little sister. Iroha thinks that rumors might be the key to finding her. She asks Rena if she has heard any rumors. Rena takes this as an insult to her lack of social skills. Rena has heard a rumor though.

She begins to tell Iroha about the rumor of the invisible girl. We then get this really stylized sequence of what looks to be Iroha and a bunch of other girls. There is also a clock that looks to be 3:06 or something. The girls move away from Iroha. We then see memories of Iroha actually feeling separated. I know you feel lonely Iroha but you seemed to have a nice Friend group back in Takarazaki. Honestly I really like this sequence. We also have shots of the desks being labeled as waste.

Rena has a two for one special as she knows another rumor. She has seen some posting online about the rumor the Endless Solitude.

Iroha stops by banbanzai and it plays out much like it did in Episode 4. It is just Felicia this time. Felicia goes from happy to see Iroha to grumpy in no time. Tsuruno shows up and scolds her. Tsuruno does a better job of convincing Iroha to stick around. Felica seems so happy to be eating the Banbanzai food. Iroha shares some intel with Tsuruno. Tsuruno also has a rumor for Iroha. The rumor of the Electric Wave Girl. Supposedly if you listen you can hear a girl crying out for help over the radio. That is not normal and quite creepy.

Iroha gets home to find Yachiyo on a phone conversation with someone about Wings of Magius. She is flipping through her rumor files with a strange bookmark that I swear we have seen before. She quickly hangs up when she realizes Iroha has returned. The two also share info. Yachiyo seems to be really interested and presses Iroha for what she knows but they are interrupted by a spam text message. Shaft was kind enough to include a PSA.

Iroha has a dream about the 3 girls in the hospital. Touka explains that it is a small miracle that they became friends. I do find this scene funny. I also like how Touka says .0000000004%. Sounds like better odds than pulling gacha. Jokes aside, I don't think the percent of making friends is anywhere near that low. Seems weird to just Drake Equation for that. Nemu seems to agree and calls Touka "boorish." They are about to fight when Ui kills them both with her teddy bears. Also the books and train are back.

When then get to hear DJ Hammer again. This time answering a letter from a person who wants to be a fashion designer. The DJ then talks about his dreams. I bet there is a deeper meaning. We then once again hear the laughing voice.

The next day at school, the teacher calls out to Iroha that Felicia has been arrested. Iroha rushes off to get her. What a weird looking police station. What is with the robots? Felicia then

explains she got into a fight. Iroha thinks that since she is no longer a mercenary that people won't give her trouble. Felicia explains she was standing up for Iroha and Yachiyo. I think this is a cute moment. Oh hey they are right by the radio tower, why not stop there. Which is exactly what they do. They hear the laughing voice over their phone. Why was the Radio Tower built inside a graveyard? I know I know just shaft things.

The whole incident with Felicia leads to her classmates even further distancing them from Iroha. Iroha retreats to the roof to find Rena again this time the chairs are next to each other. Rena's making some progress. I am guessing the 3 initial chairs are referring to Kaede, Momoko, and Rena. They talk a bit more about Endless Solitude rumor. Iroha gets another spam text but this time it mentions she is a magical girl. She rushes off to the tower because she thinks all the rumors are connected. There she runs into Tsukoyo. She follows her up the tower. Iroha is pretty smart with the voicemails about where she is and to come looking for her if they don't hear from her. The stairs are pretty ridiculous in this Radio Tower. Considering what we have seen of the outside I don't the tower is that wide.

Iroha reaches the top where Tsukoyo is waiting for her. Iroha asks some questions but Tsukoyo doesn't know what she is talking about. Iroha mentions the girl asking for help which leads to Sana Futaba being name dropped. Tsukoyo immediately gives a "I shouldn't have said that, I should not have said that" face. Tsukoyo sends a witch after Iroha. Iroha actually does a good job dodging and weaving while continually pestering the white feather with questions. It doesn't last too long as she is eventually caught. Luckily Mami shows up and uses her ribbons to rescue Iroha. Then the rest of the team shows up. Yachiyo solos the witch. They all head to a cafe with the plan to respond to the text messages.

ED Plays

No post credit scene. End Card is Rena.

Overall I think this episode is pretty dense. Sure a lot of exposition is dropped but we do get some good character building for Felicia, Rena, and Iroha. I do think the witch fight is a missed opportunity to showcase some team dynamics. Also I don't feel like Tsuruno really does much this episode. Shame we don't get to see Momoko much outside the montage shots in the beginning.

Witch Spotlight

Stacey

“A witch who indulges in fantasies of “if only this, if only that,” on a rooftop embraced by blue skies.

She sleepily whiles the days away, thinking only of things that will never come true, spending her time in supreme bliss.

Her minions have tied down one of her legs so that she doesn't drift right off the roof and go missing, and have locked the rooftop door to confine her there.

However, since the witch prefers to stay on the rooftop anyway, she doesn't seem to mind.

She doesn't take an active fighting role, but will still attack those who interrupt her reverie.

Incidentally, the face depicted on her giant cameo brooch is said to have nothing to do with her.”

OST Spotlight

Void played this episode but I still feel like there is a better place to talk about this one.

VA Spotlight

Did we have any new voiced characters this episode?

Game Spoilers

This one is actually pretty different. Feeling a bit lazy so I literally copied and pasted my old notes.

[MR Game Spoilers]||Chapter opens with Homura recalling her conversation with Ui. Madoka asks why she is spacing out. Then we cut to Iroha who has finished moving in. I wonder where Felicia got stuff to furnish her room. Yachiyo invites Iroha to go out shopping with her. They mention picking up ice cream because Felicia ate Tsunoro's grape flavored one (Is this a reference to Felicia's training story?). Iroha and Yachiyo try to get Felicia to help with dinner. Iroha spaces out reminiscing about friends at school and then memories of Ui, Touka, and Nemu. The infamous your chances of pulling a 4*... I mean finding a best friend is .000004%. Yachiyo snaps Iroha out. After dinner Iroha reminds them they haven't run into the Wings for a while. They decide to take a look around town to see if they can find anything. The next day Yachiyo tries to get Felicia to school. After school they check out Chou ward and here some talk about the Radio Wave Girl rumor. They decide to further investigate this. Back at the boarding house Yachiyo dries Felicia's hair. A humorous moment of Felicia falling asleep and them poking her. Iroha then gets a strange text from an unknown number. The next day at school Iroha ask Momoko, Rena, and Kaede if they know anything about the Radio Wave Girl rumor. Momoko says she will look into it. Momoko gives Iroha some information about how the rumor

comes from a website. Iroha meets up with Yachiyo at the Radio tower where they see a girl who has a witch's kiss. They follow her and find that she is planning to jump. They try to stop her but fail. Luckily Madoka has arrived just in time to save the girl. They then fight the witch. Once the witch is defeated they find out that the radio wave girl goes to Mizuna Girl School. (How did Iroha know that she just moved there?). Yachiyo offers Madoka to team up with them while she looks for her friend. Felicia tries to get out of helping but is caught by Tsunoro. Tsunoro tells Felicia not to worry because they are going to do something exciting, kidnapping is exciting. So, they kidnap Tsuyko and take her to a place to get drinks. Felicia steals Tsunoro's drink and Tsukyo offers up her own. She then tries to flee. Felicia chases after while Tsunoro pays the bill. Felicia yells out for help that Tsuyko is a dine and dasher. Homura hears this, transforms, and pulls a gun out on Tsukyo. They get some info and meetup with the rest of the group. Yachiyo has Iroha respond to the texts.||

[MR] Felicia picked a fight to protect Iroha's honor. Is that proof of true friendship or a dumbass move, how would you feel about it?

Despite being a selfish gremlin, I think Felicia really does care about Iroha.

Dub 2023 - Rena does pretty well this episode. Dunno what it is but I am really liking all the background characters. Felicia was good as well. Tsuruno was pretty good for the most part but did feel off at times.

Episode 9:

We open with Sana's backstory about how her family disowned her and no one noticed her, so she made a wish to be invisible. Then she found out about the endless solitude rumor and went

there to crash. Iroha decides to answer so they start asking question. They find out Sana is the one trapped. The Uwasa holding her is called Ai and she wants them to save Sana and delete her. Iroha then goes to the radio tower. Yachiyo drops the hint that a fall from this height won't kill them. They then discuss who is going to jump, but little Kyubey doesn't have time for that so away he goes. Iroha follows. Sana is confused as to what is going on. Ai and Iroha try to explain. Sana is pretty hurt though and doesn't want to leave. Alina shows up and decides to kill them all. She unleashes her doppel. Luckily Ai is able to teleport Alina away. Then Sana kills her. Yachiyo and them are still standing around and figure there is a backdoor and it is at the tower across the street.

Thoughts: I liked Sana's backstory. I also like some of the changes to the rumor. I also liked how Ai's responses were handled. Sana and Alina English VA leave a lot to be desired though. Also, the Alina fight was weirdly framed. Episode felt kind of short. The dialogue was a bit awkward at times as well. Could just be the English translation.

Rewatcher Subbed 2023

We start with two girls talking about the invisible girl Rumor on a train. I am guess Night on the Galactic Railroad reference. Why are they eating a burger like that? I like how Sana shows up in their picture.

Then the OP plays. Someone pointed out yesterday that last episode was the first time Yachiyo smiles at Iroha. Also they are now at Mikazuki Villa instead of Mitama's abandoned theater and Felicia has joined. I think all these changes were in the OP last episode but I forgot to mention them.

After the OP. Iroha begins chatting with whoever has been texting her. The person is in Endless Solitude. Naturally, they assume it is Sana Futaba but the voice says they aren't. Instead it turns out their name is Ai San. Iroha asks how Ai knows she is a magical girl. We also get some trippy imagery. The shot of the building is cool. The cats obviously refers to Sana. We see Sana with cats in the OP. We also see her draw and mention cats in her backstory. Iroha gets more signal bars. There is heart beat grid. All of Ai's responses are in something else. Rumor Spreaders interrupting the weather is amusing to me. Ai says she heard about them defeating rumors and we get a recap of said fights behind Iroha's head. Ai explains they can get to Endless Solitude if they jump off the radio tower. We see two cherries split into 1 and then dropped in a Soda. Rumor spreaders then explain what Ai was.

Alright so I want to talk about how dark this rumor is. Basically Ai is like Microsoft Tay. She was put out into the world to converse with people but ended up learning swears and likely racism. Naturally they had Ai-san shutdown. However, they likely didn't want to lose their work so instead of deleting her they had her lay dormant. Ai then with a mind of her own started coaxing lonely girls to come to her so she could continue to perform her main duties. The messed up part is that these girls are basically on the brink of suicide. In fact jumping off the radio tower is a

leap of faith that most would never even consider. So basically the girls who end up at Endless Solitude are resigning themselves to death. Luckily for them the rumor turns out true and rather than die they end up in Endless Solitude. However, it isn't all pleasant when they get there. Ai is basically a hate bot at this point. She likely bullies the girls who arrive. You have to imagine that suicidal girls would find something like Endless Solitude alluring. In the Radio Wave rumor it is stated that you could hear these girls crying for help. So it was not a good time for them. Now I don't think Sana is the only one to soften up Ai. I imagine it was a slow progress but I do believe that Sana, unlike the other girls, was able to take the verbal abuse. Sana reacting differently due to her circumstances had to have played a part in the gentler Ai that we see now.

Ai is feeling some regret, so she wants them to delete her. So the team heads to the top of the tower. Felica mentioned that a fall from this height would kill them. Yachiyo explains that normally yes but it is different for magical girls. Iroha offers to be the one to go. We get more of the angel statues. Little Kyubey gets tired of waiting and jumps right in.

Here is where we see a bit of backstory between Sana and Ai san. We learn a bit more about the rumor. We also get some cute Sana moments. I wonder if the jellyfish have a deeper meaning. Sana then names Ai chan. Ai explains more of herself while Sana begins drowning. Sana begins finding a kindred spirit in Ai chan as they were both lonely. What is up with the lava? Or the sand dunes? Okay Ai explaining that she can't let Sana go and Sana replying good got a laugh out of me.

Now we see how Sana made her wish and a bit more of her backstory. The aspect Ratio changes and the portion outside the frame is filled with weird images. It looks like a room that occasionally has Sana and/or Stuffed Animals in it. Like in the first part this cat creature walks into frame on the right and starts dancing. Other creatures come in from the left and do the same. Then what looks to be Sana turns around. Then she just isn't there anymore? Wait no I found her she moves over to the Right where the cat thing is. So after the family part it changes again. Now Sana is watching TV on the right side. Things are definitely happening on that TV but it is too small to see. Then we get the cat puppet way too close to the screen, very creepy. Afterwards it is back to just Sana in the room. She turns and leaves. The chair gets knocked over and I think that is the last shot of this sequence.

[MR Game Spoiler]||I am pretty sure this is a reference to Sana's initial wish. Before Wishing to turn invisible, Sana wished she could go to a fictional location to be with her favorite TV character Mr. Purs A lot. I can't remember what the show was called. Kyubey doesn't know what that is, so Sana backs out and chooses a different wish.||

Alright back to Sana's backstory rather than being distracted. So Sana made a wish to be invisible. Sana then tells us about how her mother remarried and the new family didn't like her very much. I believe the mom and dad being shown as Croc and Hippo has a purpose. I think someone even told me before but I can't remember what it was. Then we get Sana in a room of angel statues. Pictures start taunting her. Sana just breaks down and starts apologizing. Sana laying in a pile of cat dolls. We see Sana observing the city, the inhabitants have no details. Finally Sana learns of Endless Solitude. The girls look the same as the opening but are

behaving far more normally. Aww Sana drew a picture of her and Ai. Too bad Iroha has to ruin things.

Now Ai has to convince Sana to leave and go with Iroha. Sana worries that Iroha is part of Wings of Magius. Why does it start raining inside this virtual void world? Sana's cat drawing is pretty cute. The upside down city reminds me of Strike Witches. Ai mentions that Magius has been using her for some purpose. Then we get a shot of a creature in an orb.

Finally Alina Gray shows up to put a stop to things. Her little walk and monologue are fun. The blue ray fixes the order so things make more sense. Also the fight has improved. On one hand the blue ray looks a lot better and is far more clear. However it loses a bit of the chaotic nature. FINALLY, Doppels are mentioned. Alina seems pleased to unleash hers. She uses paint attacks. Alina is able to dodge and weave Ai and Iroha's attacks. We get a brief game UI reference. Alina hits Ai with her paint. Sana tries to help out with some chain and blade that comes out of her shield. Alina goes after Sana but is forcibly removed by Ai chan. Another game UI reference. Ai says the paint is causing her to go crazy. Didn't we see the paint on witches earlier? Also Kaede's creature had paint as well. Why doesn't Iroha's?

[MR Game Spoiler]||Alina's doppel is called Old Dorothy. I have heard people say you can actually see her but I can't seem to spot her.||

Iroha gets blocked off as the rumor seems to be falling apart. Ai and Sana have a bit of a conversation. Ai helps Sana delete her, by stabbing her with a knife. The rumor starts falling about and Sana cries as Ai says her goodbye.

ED time.

Post Credit Scene hype. Yachiyo ponders who the girls get out from Endless Solitude. They then realize the Tower across from them must be the exit point and head over there.

I wish the Alina fight looked better. This episode is so dense. You have Sana's backstory, Ai backstory, information about Rumors and Magius. Tons of hints below just what is being said as well. Just so much going on. I think Shaft does a good job of keeping things interesting. I don't think Ai is around long enough for people to get attached to her so I don't think her death really lands.

OST Spotlight

Last few episode I have struggled to find a song to talk about. Should have talked about excited beat yesterday. I do not have this issue today, though.

Amazing Artist is Alina Gray's theme. The OP and the paint attacks should have clued you in that Alina Gray is at least an artist. Naturally this plays when Alina Gray shows up.

<https://www.youtube.com/watch?v=jbFQHL5X0WA>

VA Spotlight

Yui Ogura is the voice of Sana. This season she is playing Hime in Yuri is my Job. She has a few gacha roles such as Kyouka of Princess Connect and Manhattan Cafe of Pretty Derby. She is also Myuu in Arifureta, Nasse in Platinum End, Onna Shinkan in Goblin Slayer, and Arika in Science Fell in love. Not the most main roles but she does a good job when she is the lead. She has a nice voice.

Ai chan is played by Hitomi Sayaki. She doesn't have very many roles, much less many main roles. However she does have one main role and it is from this season. She played Admire Vega in the Pretty Derby Series Top of the Road. She does a good job and you really should check out Top of the Road if you haven't. She did so well she even got a dehumidifier out of it.

Game Spoiler

This episode will have some more similarities with how things played out in the game. However, the large changes from last episode will certainly carry over.

[MR Game Spoiler]||Much like the anime they talk to Ai over the phone to figure things out. Then they all meet at the tower. Iroha, Madoka, and Homura are going to go into Endless Solitude while the rest go over to the heliport on the Tower across from them. Sana and Ai once again have a long chat. The anime does flesh out the background a bit more. Like the anime Alina shows up and fights them. However instead of being removed she just kind of leaves believing that they will either have to give up on the rumor or be killed by Ai herself. Naturally Alina

underestimates them. Sana agrees to leave which causes Ai to go crazy since the rumor has been broken. They fight Ai. Homora uses her timestop to give Sana that final blow.||

QOTD 2[MR]: Can you relate to Sana's wish for being invisible?

I can understand Sana's desire to be left alone. However as far as wishes go it is not a very good one.

Dub 2023 - Ai is nice. I am not sold on Sana. Ai is hit or miss. There were some good lines for her but others sounded off.

Episode 10:

Madoka Cameo 10:48 (This is probably part of Mami flashback I will have to check again)

We get a bit more of Sana's backstory. This time she runs towards her dad with a doll in her arms. She reaches out for her dad but she trips and the doll breaks. We return to the present with Endless Solitude collapsing. The Amate twins lament their failure so much that they fail to notice team Yachiyo has arrived and Felicia is pushing buttons on the computer. Then the computer that I guess houses Ai, reverse gravity so that Iroha, Sana, and Alina can all float over. Alina is upset and decides to unleash her witches. Felicia and Tsunoro try to fight them off but get overwhelmed. Mami shows up and scares Alina off. The Amate twins recapture the witches. Mami talks about her responsibility over Madoka and Sayaka. Then Mifuyu helps them escape again. Back at the boarding house Sana is struggling to fit in. She goes back to her old house to see her family doesn't miss her. She then decides that she has a new family now. Sana then offers to help with cooking. The after credits scene has the Amate Mifuyu and Mami reporting that they have lost 4 Uwasas so far. Mifuyu goes back to her room. The Amate twins show up to make her dinner. She has a flashback to a time at the boarding house with Yachiyo and Mel making her food. She then decides that she must continue on. Then back at the boarding house Iroha tells Sana about Ui. Sana recognizes the name Nemu.

Thoughts; Is it just me or did Felicia teleport to put her arm around Sana at the end? I guess maybe Sana sat down next to her when Yachiyo says "I will look forward to it." Overall the end of Sana's arc is bittersweet and well done. English Alina still isn't doing it for me but it does seem better. Also, English Yachiyo is growing on me. She seems to have warmed up to Iroha and the other girls. The whole robot and reverse gravity were weird to me. The resolution to Alina losing it was a bit anti climatic. What is Alina's relationship with them all? They are using her cubes but Mami, Mifuyu, and the twins don't seem to be on the same page as Alina. I guess the idea is to make the other Wings of Magius seem a bit nobler. Also, what is up with this obsession with Nemu? The game also has Iroha seeking out Nemu. Why not Touka? I did notice the familiars are asking "Where is big sister?" kind of strange. Overall pretty good episode. Sana's arc is probably the best with Felicia's as a second.

Rewatcher Subbed 2023

We open with Sana having a flashback to her old family and her old life. She lived in a small cottage in a rural area. She runs to her mom and dad with her doll in her arms. She trips and the doll shatters just like her family. Ai says her goodbyes and they should go outside together.

The rumor starts falling apart and Sana starts falling. Iroha catches up to her but unless she can fly, they are still in trouble. Alina looks pretty annoyed.

OP then plays. No Sana in the OP yet.

With the characters from the OP fully assembled it is time to allow Yachiyo kidnapping adopting memes.

Back with Yachiyo they have finally reached the tower. Of course the statue has what appears to be a statue of Mary. Those are all over the place in Japan. The Amanes are once again lamenting their failure. My old notes say Felicia was pushing the buttons but I think it might have been Tsuruno. This causes anti gravity, actually it says Magnetic Mode. How did the Amene twins not notice them? Iroha and Sana float back while Alina grabs her witches that are trapped in these orbs.

Naturally the rumor is defeated by a vending machine. The shots with Mikazuki villa gang look weird. Also what is with the shots of them running into formation? Alina is mad at the Amanes and at Iroha and Sana. She starts attacking them by unleashing all the witches she just gathered. The Amanes even comment on how they will get caught in her attacks. Felicia attacks but gets separated from everyone so Tsuruno has to bail her out. Felicia and Sana connect and destroy the witches. Alina comments how only an artist can destroy their work.

[MR Game Spoiler]||This is a reference to her magical girl side story where she doesn't take comments about her art so well and decides to trash her exhibit. Would have been fun to see that animated.||

Alina unleashes her doppel again and is about to go off on them. I like how not only does Alina's soul gem darken but her eyes do as well. Iroha warns about the paint virus thing. Then Mami shows up and shoots alina. Alina decides to back off as Mami and the Amanes gather up the remaining witches. Mami sort of apologizes and she is revealed to be part of the Wings of Magius. Shots from PMMM hype. Once again Mifuyu shows up to teleport them away. Yachiyo once agains tries to stop them by shouting. This wakes up Sana who was sleeping.

Sana then moves into Mikazuki Villa. She is a bit out of her element though. Also I think she is sharing a room with Felicia. Yachiyo mentions to give her some time. Then she has the bright idea to get everyone their own mug. We then see Sana laying in bed playing Chess. White somehow has 3 Bishops possibly 4. Also are the crowns supposed to be Kings because they look like Queens to me. Anyway they go to the mall. If you didn't catch it, the food court is on the second floor and they have a Chinese Restaurant there. Also Yachiyo mentions how successful she has been at kidnapping Orphans. We then get to the largest most inefficient mug store ever.

So many mugs and they are all lined up in 1s. Everyone then goes to pick out a mug they like. Sana wants one with a cat on it. Felicia wants one with a cow on it. Tsuruno asks why is that? Felicia says "They make good milk which brings families together." Maybe I am confusing what she said with u/Adwins Magia Record in a Nutshell video. Felicia suggests Tsuruno gets one with a pig since that is BanBanZai's thing. Sana is starting to feel a bit better now that is starting to feel she belongs at Mikazuki Villa.

Sana then decides to go home and get her stuff. There she finds the family is doing fine without her. Mom left food out for her. I guess they just assume Sana is a shut-in. Wonder why the school hasn't contacted them to ask where Sana is. We see 5 lights but Sana's bulb isn't working and goes out. This cake short is so poignant in my opinion. Cutting a cake 4 ways is easy, cutting a cake 5 ways is a bit harder. The Futuba's are the worst. Sana then heads back and the lights turn off on her old family. On the way she hears all the families and how happy they are. She runs home back to Mikazuki Villa.

Tsuruno and Felicia are playing a video game. They offer Sana to join them. Yachiyo wants Felicia to help out with the Kitchen. So Felicia tries to throw Sana under the boss. This fails as Sana now wants to be part of the group. Felicia teleports to wrap her arms around Sana.

ED plays.

Post Credit Scene hype. We get to see Mifuyu and Mami giving a report. So I guess those two are on equal footing in this organization. Then we Amane twins offering to make dinner for Mifuyu. Probably as an apology for messing things up. Interesting to note that the twins go to different schools based on their uniforms. Mifuyu has a flashback to when she lived with Yachiyo. She then gathers her resolve to save Magical girls

[MR Anime Spoilers]||The familiars are literally saying "Where is big Sister." I know they have been basically giving the mystery away from the beginning but this one stands out to me.||

Finally we get back to the main cast where Iroha has just filled in Sana about her missing Sister. Sana has no idea about Ui but she does recognize the name Nemu.

End Card is white haired girl Rena can transform into.

In my opinion, Sana has the better story but Felicia has the better episodes. The first half of this episode is pretty scuffed. Curious if it is any better in the Blu-Ray. However the part with Sana going home is just really well done. I have mixed feelings about this episode.

OST Spotlight

Couldn't decide what to go with Today. Feels like I missed my opportunity to mention Excited Beat.

For today, I am going with Bygone Days. Can you guess where this played? It starts off with a sort of melancholy sound that reminds of an intro to an RPG. It picks up at around the 45 second mark. Just a nice little tune for a sad moment.

<https://www.youtube.com/watch?v=sELmcpddHfU>

VA Spotlight

Ayana Takehatsu as Alina Gray. She was mentioned the other day, however they forgot Nino from Quintessential Quintuplets. She is also Anri in this season's Hero is Already Dead. Funny enough she is also in Detective is Already Dead. She is Kubo Won't Let Me Be Invisible whenever that comes back (This week I believe). She is in Idolmaster and Cheat Skill Real Life this season. She played Alice in the Deemo movie. Basically she is in quite a lot.

Game Spoiler

Plays out pretty similar to the anime but there are some big differences in different places. Going to copy my notes again.

[MR Game Spoiler]||Once out the team runs into Alina again who is pretty disappointed the trap failed. So, she has the Amane twins attack them. Yachiyo has Felicia chase down Alina. Alina unleashes a witch on Felicia. Madoka and Homura go to help Felicia. Felicia beats the witch and starts Fighting Alina. Sana helps in the fight because she promised Ai that she would. Long story short they beat Alina and the Twins. Mifuyu shows up to keep Alina from going even more berserk. The group once again flees. Sometime later Iroha is at school telling Momoko about what happened. Sana was a bit reserved at first but once they bought mugs for everyone she started to lighten up. She goes back home to say goodbye and they haven't even noticed she has been gone. The chapter ends with Iroha reflecting mostly about the fact Ai said Ui was an Uwasa. Basically the fight on the roof is more drawn out. The Amane twins are part of the fight. Mifuyu is the one who shows up and ends the fighting, not Mami. Mifuyu has to promise to model for Alina's art rather than Alina leaving after being shot at. Also Alina wants to take Felicia's hair instead of just vague threats.||

[MR] On the one hand we heard some more about how terrible Sana's family life was for her, on the other hand her mother still futilely leaves food for her. What do you think about her family?

Just because her mom isn't going to let her starve doesn't mean they aren't abusive. Considering how she turns on Sana, I don't think her giving food to her is out of compassion or feeling bad about how she pushed Sana away. I think the family just does the bare minimum out of decency and to keep up appearances.

[MR] Do you own a favorite mug?

At the moment I do not. The few mugs I have are pretty interchangeable.

Dub 2023 - I like Yachiyo and Felicia. Tsuruno is pretty good. Alina seemed more off this episode. Mami is growing on me. Not too fond of Sana. The twins still don't sound good to me. Overall decent enough. I think there was some dialogue I didn't care for but I kind of feel the dub is a bit more straightforward at times.

Episode 11:

We pick up where we left off, Iroha asking about Nemu. Sana only heard the wings talk about her. She never actually saw or met her. Iroha then goes to Mizuna Girl school to meet with Tsukyo Amane. Tsukyo tries to hide from her but it fails. The two talk, Tsukyo asks for Iroha to give her time. Iroha and the others decide to get coasters for Yachiyo. There they run into a witch. They bring the coasters home and decide to surprise Yachiyo however it is Mifuyu who shows up instead. Mifuyu invites them to a lecture on the wings of Magius. Yachiyo then arrives and tells Mifuyu to leave. Iroha decides to go. She goes to Mitama and Momoko to get help in finding this memory museum. The day of the lecture Yachiyo is being moody and the others leave. Little Kyubey shows up and they talk about it. They get to the museum to be greeted by Touka.

Thoughts: Episode felt pretty short. Still feel like Yachiyo's change back happens a bit quick. There just wasn't enough build up and moments where she really felt like a friend to the other girls. When I first watched the scene with Momoko I thought it felt odd, almost like Iroha was treating her like a stranger. Momoko plays a bigger role in the game but she was swapped out for Rena in the show it seems. The lack of sensing magic in the anime is strange to me.

Rewatcher Subbed 2023

We open with Tsukoyo in her club practicing. Looks like Mifuyu was in the same club at some point and won a competition. I like how the faces are blocked in the closeup but you can see them in the farther out shot. When Tsukoyo leaves school Iroha is there waiting for her.

OP Plays and now we have Sana as well. Full team is assembled. I will have to remember to share the OP stuff and talk about it next episode.

After the OP, we are back at Mikazuki Villa where Iroha is asking Sana about Nemu. We also get one of the best shots in the anime Sana bouncing on the jellyfish. This will be my VOTD. I like how Tsuruno keeps clinging to Yachiyo. Felicia suggests hunting down the Wings of Magius to get answers out of them. They are not sure how to do that. Tsuruno thinks maybe they should

try destroying more rumors. Iroha remembers the school uniform Tsukoyo has. It is the same as Sana's.

So now we are back to the present where Iroha has grabbed Tsukoyo for a "chat." Void plays as Iroha explains her situation. Maybe this is the day to talk about Void. I really like the conversation between them. We get the wheel imagery again. We also see some of the other characters just living their life. Tsukoyo is able to understand Iroha's plight, so she will pass on what Iroha said to Mifuyu to see what information they can release.

Back at Mikazuki Villa, Sana suggests buying coasters as a surprise for Yachiyo. We saw Sana catch a glance of them as she was out with Yachiyo. Tsuruno offers her support. Felicia isn't up to spend her hard earned money on someone else though.

Ah yes, what school doesn't have a unicycle club. With Yachiyo running late, Iroha figures now is the best time to get them. They go to a shop that seems to be outdoors with stuff randomly laid out. Just then some roses pop up. It is a witch and of course La Gis starts playing. How did Felicia the witch hater not pick up that it is a witch? I like the hand holding falling in. Pretty sure this is the witch Mami fought in the OG series. I like some of the visual aspects. It is a shame this fight gets largely off screened. Such a missed opportunity here to showcase how the team fights without Yachiyo.

Fight is over. Felicia mentions that it was easy. They saved the coaster and now they are ready to launch their surprise. Iroha's the main character so she gets to stay inside while everyone else waits for her signal. The door rings but it is Mifuyu, not Yachiyo. Mifuyu and Iroha have a little chat. Mifuyu makes herself some tea and gets her mug out of the cupboard before inviting Iroha to an event. Yachiyo arrives home and is unhappy to see Mifuyu. All that time trying to find her, she is right here, and Yachiyo just tells her to leave. Kind of a pain point for me in this episode. Mifuyu words aren't the nicest either. Stating how Yachiyo is back to her old self. Yachiyo denies this stating that they are just roommates. That is a little mean when they are all standing right there. Yachiyo fakes being ill so she can rush off to bed. Sana feels bad that they didn't get to give Yachiyo her gift.

Yachiyo, in her room looks, into the mirror. We get the weird mask thing again. This time it tells Yachiyo to look at all the wonderful friends it got her. Iroha is sound asleep but poor Sana is awake looking over her notebook. Her poor plans were ruined.

In the morning we see a set of mugs sitting to dry. Do they have backup mugs? They are clearly color coordinated and correspond to the different characters. Yachiyo is looking over a magazine with her own pictures. I am sure that is something models actually do but it just struck me as funny. Iroha starts to mention the invitation but this triggers Yachiyo. Yachiyo leaves, stating not to wait for her. The rest then talk about the invitation mentioning how the least they can do is here Wings of Magius out. Felicia then poses the question where are they supposed to go? Why didn't Mifuyu just say where it is?

[MR Game and Anime spoilers]||In the game, the Memory Museum is definitely a trap. The rumor spreader even says as much. They go anyway because they figure they can spring the trap. Magius once again underestimates them and no rumor or black feather is a match for them. In the anime much like the Seance shrine it isn't much of a trap. Though Touka does get a bit pissy if you don't join up.||

So Iroha goes to Mitama's and just asks her and Momoko if they know anything. Thankfully Momoko is able to figure out the location while Mitama just kind of watches. Well at least Momoko got to do something after like 10 episodes. Mitama and Momoko have a bit of a conversation. We then get the rumor spreader telling us about the Memory Museum. Seems like another useful Rumor that Iroha could use to help in her search for Ui. There are some pretty trippy visuals in this. Particularly the guy with the goat. Is this some kind of Faust reference? We also get the stacks of books but not BL it seems.

"There is a medieval legend/telling that witches did kiss the devil (or a goat) below the tail to make a deal with the devil... maybe something because of that...?"

The day of the presentation it is raining. The team goes off without Yachiyo. They run in the rain Naruto style. Yachiyo looks out the window longingly. They make it to the museum which stands out a lot. I wonder why they couldn't guess this to begin with. Little Kyubey shows up and they just kind of talk about him for the rest of the episode. For some reason getting to the presentation is a lot of work. They decide Chomusukue is the best name for little Kyubey.

Rena meets Momoko in the rain. Is this really the best place to have a chat? Momoko mentions something happening to them a year ago that affects all magical girls.

Iroha and the team finally make it to the presentation. They are met by none other than Touka Satomi. Now, be honest, how many of you guessed Touka was a member of Magius before last episode's Post Credit scene?

After that it is time for the ED. I might hold off talking about this until the last episode we shall see.

No Post credit scene is sad.

We get an End card with Iroha and Kuroe. There is Yachiyo Felicia, and Momoko behind them. By Kuroe's feet is Rena. Next to Iroha's feet is Kaede. Then an assortment of other magical girls. Where is Sana at?

OST Spotlight

Void probably my favorite Magia Record track. I just think the song is a nice representation of this series. It has a very melancholy feel to it. I just find it really pleasing but also a touch of sad to it.

I think the line ""The reason I keep searching for you is to constantly remind myself of the fact that you're gone." goes really well with this song.

VA spotlight

Guess we can talk about Touka Satomi now voiced by Rie Kugimiya. She plays quite a number of mascot characters. She plays Happy in like 3 different shows. She plays so many characters. Quite a long list of voice roles. She is Alphonse Elric in Fullmetal Alchemist, Tio in Gash Bell, Karin in Bleach, Kagura in Gintama, Barbie in Shadow House, Shiori in Summertime Render, Momo Nishimiya in Jujutsu Kaisen, Kagura Souma in Fruits Basket, Pandora in Re:Zero and Taiga in Toradora. This season besides playing one of the many versions of Happy, she is voicing Yord of Edomae Elf.

Witch Spotlight

Gertrud

"She loves her roses more than anything else, and uses all of her power for her beautiful roses' sake. She steals the life force of humans who wander into her barrier and shares it with her roses, but at the same time, she hates it when humans trample the inside of her barrier."

Game Spoiler

With the exception of the visual style I think this episode plays out much like it does in the Game. There are some notable differences in places but not too many major ones.

[MR Game Spoiler]] We open the chapter with Mifuyu and Alina talking. Mifuyu explains what is going on with Yachiyo's group. Alina apologizes for being so hard on them. Mifuyu thinks they can get them to switch sides. Back at Yachiyo's house, Tsunoro and Felicia are fighting. Tsunoro says she won't help Felicia with her homework. So, Felicia volunteers Iroha. It does not go well. Tsunoro steps in, while Iroha talks to Sana. Sana wants to get coasters as a thanks to Yachiyo. They get the coasters and decide to surprise Yachiyo. Iroha is supposed to give the signal for everyone to jump in or something. However, the person who arrives is Mifuyu not Yachiyo. She tries to recruit Iroha but is turned down. She then asks Iroha to at least hear them out. So Mifuyu invites her to a lecture on the Wings of Magius. Yachiyo shows up. Yachiyo tells Mifuyu to leave. Everyone else shows up with various reactions. Mifuyu leaves but first she needs to talk to Yachiyo alone. So, the two step out. The she telepathically tells Iroha to spread the word about the Lecture. Mifuyu then tells Yachiyo she has gotten too close to everyone and to

remember what happened a year ago. This puts Yachiyo in a bad mood and she distances herself from everyone after Mifuyu leaves, no coaster gift. Iroha at school tells team Momoko what happened. Rena and Kaede confront Momoko about keeping secrets herself. Momoko takes Iroha to Mitama's to see if she knows anything. Mitama does not. However, Kaede calls saying that they saw the Rumor spreader at the arcade. Iroha rushes over. Mitama then tells Momoko to tell Kaede and Rena the truth. Iroha gets to the arcade and they see the rumor spreader. Iroha offers to have Kaede and Rena join her for the lecture but they turn her down because they already have plans with Momoko. Iroha goes back to Banbanzai to relay the info. We get a funny scene of Felicia and Tsunoro serving customers. Then Tsunoro's dad gives them a break because Iroha is starting to talk to herself. Sana apologizes for making Iroha look like a crazy person. The group then talks about the rumor. Felicia wants to check everywhere for it. That inspires Tsunoro to suggest checking various museums that may have a connection to memories. Tsunoro's dad pops in saying he knows a place but it is closed down. They all realize an abandoned Museum is the perfect place for a Rumor and thus the mystery is solved. They head home for the day and Tell Yachiyo. Yachiyo runs off to her room. The next day they leave but before they do Felicia and Yachiyo fight. Along the way to the museum they talk about Yachiyo and her bad mood. They get to the museum. Touka, one of the girls from Iroha's memories, greets them.||

Now I am reminded of why I haven't finished writing notes for the game story. The later chapters are massive and dense.

QOTD 3[MR] Speculation time: What was the thing with Yachiyo and the mirror about?

Is this really speculation? It seems pretty obvious to me that Yachiyo is going through the same thing Iroha was. However, for Yachiyo it talks about her fragile friendships whereas with Iroha it talks about how weak she is.

Dub 2023 - Still don't like Mitama english voice. Rena is fine. I am a bit down on Momoko and Kaede.

Episode 12:

Iroha asks Touka about Ui, but Touka doesn't remember her either. Touka then gets the lecture started. The first section is about what happens if a soul gem is shattered. Sana and Tsunoro get the answer wrong, so Touka just tells them magical girls die. Iroha is shocked by this revelation. Touka then says they will move on to lesson two. Yachiyo sees Kanae and Mel who ask if she is going to help the other girls. Yachiyo waivers a bit before heading out. Back with Momoko, Kaede shows up and helps explain about what happens to magical girls. Iroha and the rest get into the gondola which allows them to see the memories. There they see Kanae's soul gem get shattered by a witch. Then they see Mel transform into a witch. Finally, they see Mifuyu unleash her doppel. Touka then explains that she created the doppel as a means to circumvent

the system Kyubey had setup for them. Kaede tells Rena that if she comes with her magical girls can be saved.

Thoughts: So, this is where the anime really diverges from the game. Sure, there were changes all throughout but for the most part this kept the same trajectory. So firstly, in the show Touka's lecture is longer. The girls lament each revelation. Like at first, they don't believe the soul gem thing until Touka shoots magic into it and causes immense pain. Felicia struggles to reconcile that magical girls become witches and Tsunoro realizes that she is one of the girls in the story. I get that all this info has already been revealed in Madoka. I also get that the visual for these revelations are coming shortly, but the lecture Q/A allowed us to get a different insight. It just hit a lot harder in the game. Also, in the game Momoko telling Kaede and Rena is a foil for Yachiyo handling the truth by continuing to keep it secret. This doesn't seem to be the case in the anime.

Rewatcher Subbed 2023

So we start the episode with Yachiyo looking out the window. The color is muted as Yachiyo talks to what appears to be two former roommates. The bad girl asks if this is really okay. While the one at the diner states horrible luck. Looks like that is enough to motivate Yachiyo to go after the others.

[MR Anime Finale Spoilers]||Pay no mind to the fact Mel speaks here when she isn't supposed to. I guess you could explain it as this was all in Yachiyo's head and not actually Mel and Kanae. As to why Mel can't speak, that is more of game lore that I guess Dorulnu liked.||

We get back to Iroha asking Touka if she remembers Ui. Touka doesn't remember. Iroha keeps pressing but Touka just suggests that maybe Iroha is the one who is misremembering. As Touka talks about remembering a friend we see a hat, glasses, and a book. Gee I wonder who that could be referring to. We also get to see the train again. Mifuyu then cuts in to get the presentation back on track. Iroha agrees because they do want to hear Magius out.

We then get the countdown much like we saw back in PMMM. This leads into the OP which to me is kind of clever.

After the OP we have Rena talking with Momoko again. They basically repeat the conversation of last episode. Then Kaede shows up.

The presentation starts with a question on what happens if a magical girl's soul gem breaks. Sana guess she can't use magic with isn't technically wrong but Touka counts this as wrong but Tsuruno's technically wrong answer gets acknowledged. It is then revealed that they die. We also get a bunch of sayings for died which just reminds me of that scene from Emperor's New Groove. "We aren't picking up your options." "Your Life is going in a different direction." We also get the Kyubey eyes to relate Touka to Kyubey.

Back with Rena and Kaede, Rena rushes over to Kaede. Kaede whispers into Rena's ear and we transition back to the lecture. The reactions to this revelation are kind of muted. Then they proceed onto the practical part of the lecture. On the gondola they will get to see the memories of what happened first hand.

The first memory is Kanae, Mifuyu, and Yachiyo fighting a witch. Mifuyu thinks maybe they should abandon it for now, but Yachiyo says they can't risk the people's lives. Kanae rushes ahead only to leave Yachiyo and Mifuyu to get captured. Kanae then blocks a laser attack for them. She is able to redirect the attack but it is too late for her soul gem which shatters from the attack. Yachiyo and Mifuyu are confused as to why Kanae seems dead. Kyubey shows up to say that if the soul gem breaks there is nothing that can be done.

Then it is break time which is really just an excuse to change scenes. So we get a brief moment of Yachiyo and Touka chatting. Yachiyo doesn't have time for games and rushes off but not before guessing that Touka is the big cheese.

Oh we open the next memory with an egg cracking. That is not ominous at all. Hey, Tsuruno is here. We get another Banbanzai joke. Mel then jumps up and says she got a lucky draw. However it is death, which I don't believe means actual death in Tarot card readings. If I recall upside down Death means change or something which I guess is technically what happens. Mifuyu chats with Iroha a bit before we get to them taking on a witch. Tsuruno can't make it because Banbanzai is busy. So the team is just 4. Once again it doesn't go well. Yachiyo tells them to flee and she will handle it alone. Mifuyu cleanses Mel's soul gem which to me is the wrong color. Yachiyo gets in a bind and Mel has to save her. In doing so her gem fills up. She turns into a witch.

Mifuyu then explains what Iroha just saw and we transition back to Rena who is freaked out a bit. This then transitions into Momoko of the past arguing with Kyubey who gives the same speech as seen before. Kyubey says it is all okay because the universe is good for everyone. I am sure the pan up to the single dark light means something.

Past Momoko and Mifuyu are having a conversation. Momoko wants to move on, "Nothing has changed." Mifuyu doesn't think it is that easy. Mifuyu mentions Tsuruno. Momoko says she doesn't want to burden her. Also we get a bit of info on the timeline of events. So we know Mel died about a year ago. Momoko mentions in the memory that it has been 6 months since that happened. So we have a rough idea of when Magius started operating. Mifuyu then goes off on her own to brood for a bit. Her soul gem fills up but instead of becoming a witch she unleashes her doppel. I do want to point out that the birds are Sugar Geese. Yes, this is a Night on the Galactic Railroad reference. Touka then pauses the memory to explain what is going on to Iroha. Turns out Touka created this Doppel system as a means to get around turning into a witch and beginning their plans to save Magical girls by expanding the system worldwide.

Rena is crying and Kaede isn't really being of much comfort. She mentions that if Rena comes with her they can be saved. Yeah I think Kaede drank the cool-aid. We then see the gondola reach its final destination. We also see some flashing lights. The stopping point is a large room

with test tubes surrounded by books. The system appears to be spinning. Not sure what this is about though.

[MR Anime Spoilers]||The colors seem to correspond with the girls. However, I didn't see pink. I assumed this was because Iroha didn't join. Unfortunately, I am pretty sure I saw blue so maybe my theory doesn't work.||

That is the end of the episode.

ED plays which I guess I should talk about. The ED is all about Yachiyo.

No post credit scene is sad.

End Card is Mel

Overall I think this episode is okay. They expect you to have watched PMMM so that the revelations aren't meant to be surprising to the audience. Still I think they could have done a better job. None of the characters really react much. I don't think any of the witch fights are all that interesting or convey the direness all that well. Finally there are some missed opportunities in the last parts of this episode. I do like that we finally get an idea of the Magius plan and what has been going on. Also Mel and Kanae were pretty easy to ignore until they were finally name dropped. Yachiyo and Doppel were far harder to avoid spoiling.

OST Spotlight

Maybe I should finally talk about the spoiler song. Doppel. I do like that one. There is also Excited Beat and Origin Waltz.

Doppel is pretty cool. I like how it ramps up. The first time we hear this is when Kaede doppels. I wish I could have talked about it then. Here it plays with the scene with Mifuyu.

VA Spotlight

Mel Anna is voiced by Kanon Takao. This season she is voicing Mio Hermit in Eden Zero and that is it. She also plays Rit in Kicked from the Hero's Party Slow Life in the Country, Sarasa Freed in Novice Alchemist, Hina Tsurugi in Diary at Breakwater Club, and Yuri in encouragement of the climb. Surprisingly enough she is also the voice for another Magia Record Character Kagome Satori. Doesn't look like she is a big name voice with only a few main character roles. Her credited list is growing though so maybe we will see more of her.

Kanae Yukino is voiced by Nanako Mori. This season she is playing Nao Hiiragi in World Dai Star and a minor credit role in Sacrificial Princess. Her biggest role seems to be Akira Kenjou of Precure. She was also Yukiko Shirato in Megalo Box, Roxilius in Land of Leadale, and Misaki Unasaka in Buddy Daddies. She has been around for a while but not many leading voice roles. A decent number of smaller roles though.

ED Spotlight

So Youtube has it as Alicia but Alethea makes far more sense and goes well with the name of the OP.

From the Jury opinion of the 2020 Anime Awards.

“‘Alicia’ is an ED that has a lot to like. It uses symbolism to tell a narrative focusing on Yachiyo as a character and her past. The ED employs water as standardized imagery to explore Yachiyo's past regrets and her current situation. While not immensely creative, its execution stands out as being rather exceptional. The ED also employs a variety of aesthetic styles to stand out from its contemporaries and play into the fact that it stems from the Madoka universe.”

I like how Yachiyo's face transitions in the beginning. I am not the biggest fan of the real life shots but they certainly do look nice. Also Yachiyo is really well blended in the shots. Also the elevator shots are really interesting. The opening and closing of the doors represent her conundrum of opening her heart to other magical girls after trying to close it. Notice how Yachiyo is wearing a white dress in the elevator portion of the ED. There is also a lot of water in the ED representing Yachiyo's sadness but also going with her water element. Speaking of her magical girl there is quite a bit of moon imagery. There are these flashes during the film reel represent Yachiyo's memories of her past. Also it is important to note that Yachiyo often wears darker clothing so the fact she is wearing white likely represents her naivety or innocence from before Kanae's death. The animation is really nice in this as well. I believe Nagata did cuts for it. As someone pointed out Yachiyo has a stoic face during the umbrella scene for most of the show but towards the end it changes to have her smiling. I do like how this plays back into the OP.

u/cryzzalis in their best EDs of all time series talks about the ED. It is in the 1 through 25 best ED video which I feel is pretty high praise. <https://pastebin.com/83GYd5J6>

You can also learn more in u/theRazielim youtube video as well, <https://www.youtube.com/watch?v=ShIIIst9PI> However I will warn you it contains spoilers for the Anime and Game.

Game Spoiler

The general direction of this episode is similar to what happens in the game but there are some changes.

[MR Game Spoiler]||Touka then starts her lecture. First, she tells the story of three magical girls where one gets their soul gem broken. Then she tells the story of 5 girls where one's soul gem goes dark causing her to transform into a witch. Tsunoro tries to interrupt as she realizes something. Sana and Iroha get really quiet. Felicia gets really upset because all this time she

has been killing magical girls. Touka mentions how witches are like zombies and you are doing them a favor. Then she talks about doppels and how she created them. Sana and Felicia are kind of on board at first. Tsunoro mentions that this could be a lie. Touka then reveals it wasn't a lie but it was a trap. They are currently in the rumor already. She denies brainwashing though. Touka rings the bell and Mifuyu then shows them her memories. Yachiyo arrives. Touka at first stops her but lets her in. Yachiyo sees the other girls are out and can't believe Mifuyu. Mifuyu then offers Yachiyo to see the memories as well. Back with Iroha she is going through the motions of the group from the past. They got to some place where the witch is. Kanae joins them. They struggle with the Witch and consider fleeing but get trapped. Kanae then goes to take on the witch so that the others get a clear shot. They defeat the witch but Kanae's soul gem is destroyed. Then we get Mel's portion of the story where she tries to save Yachiyo but her soul gem gets too tainted. She then turns into a witch. Then we get Mifuyu's part where she despairs but instead unleashes her doppel rather than turning into a witch. The big difference is that Kaede doesn't join the Wings of Magius. Momoko and Yachiyo are even more of parallels. So basically in the game Momoko explains what happened to them a year ago which is in contrast to Yachiyo's handling. This leads to Kaede being depressed Meguca. The early portion of the lecture is longer. The character reactions are also a bit stronger. Felicia even has her soul gem poked by Touka to further mirror Kyubey. Tsuruno actually figures it all out beforehand but doesn't really say anything. ||

QOTD 1 [MR] Do today's revelations about Yachiyo's past change your impression of her? Do they make her behavior more understandable?

Hard to remember if my impressions of Yachiyo were changed during this episode. I have a much clearer idea as a rewatcher. I would certainly say that it makes her actions from what we have seen so far more understandable.

QOTD 2 [MR] Iroha and friends technically fell asleep during a lecture today. Has that ever happened to you?

There is a short video about dozing off in class where the characters head becomes heavy objects as he bobs to try to stay awake. There have definitely been times where I have fallen asleep in class. I have not been on a magical memory gondola though.

Dub 2023 - Touka is growing on me. Not much to say. I feel like some of the dialogue was more direct. Not something with the dub but I do wonder if Mifuyu should show a bit more emotion during her memories. Also why not just say they are her memories?

Episode 13:

Yachiyo rescues Iroha and the two attempts to flee. Yachiyo says the team is through. Iroha refuses so Yachiyo tells Iroha how her wish is to survive. Iroha promises not to die on her. A witch (actually it is the museum Rumor) then eats Yachiyo. Yachiyo explains her backstory to

herself while Iroha works to free her. Iroha has gotten stronger and defeats the witch on her own. Iroha gets hit by a rock or something so Yachiyo carries her. They mention getting a grief seed but she just used one on her. As they about to exit Mami shows up and attacks. Yachiyo fends her off for a bit until Sayaka shows up. Mami sees Sayaka and despairs at their fate thus turning into holy Mami. We get a really cool fight scene. Iroha and Yachiyo unleash their doppels to stand a chance. Yachiyo warns that doppels shouldn't be relied on and to end it quickly. That doesn't work out too well and Iroha nearly gets consumed. The whole place starts to fall apart. Touka is at a meeting with the feathers trying to rally them up. We see Rena. Rena sees what is going on and tries to leave but Kaede stops her. Back at the fight Mami falls and pulls Iroha down with her. A new set of ending music plays. Alina walks outside and comments how she can't wait for the Walpurgis.

Thoughts. Really different. It is hard to choose between the depressing betrayal and Imperial death march ending of the anime or the bitter sweet ending of Chapter 6 of the game. The anime does do a better job at showcasing doppels and we actually get a reason for why they can't be relied on. I initially didn't catch this and was confused as to the downside. The downside is the madness begins to takeover. We do get to see Kuroe again and she kind of has a strange reaction. Maybe she will be more relevant next season. The fight with Holy Mami is really cool. Sayaka blocking trio finale with her swords then her arm blowing off and reattaching was such a great scene. It is a nice finale to get you wanting season 2.

Rewatcher Subbed 2023

Challenge of the day: Find the exact moment Mami realizes you can't make an omelet without breaking a few eggs.

So we open with Touka talking to Iroha, but Iroha really just wanted to know about her sister. So you lied about hearing them out? You just wanted to interrogate them about your sister. I guess she was hoping to meet with Nemu. Luckily she ended up running into Touka. I find it interesting how Touka leaves out the details. Basically being a magical girl sucks but we have a solution, don't worry about the details. Yachiyo sees Mifuyu standing over Iroha. The two have a bit of a chat before Mifuyu teleports away. Though I do think Mifuyu has a point. Little Kyubey has shown up. Yachiyo tells Iroha they are leaving. She also mentions that Mifuyu took the others. I think last episode hinted at this. Yachiyo then states she is breaking up the team.

The OP plays and I guess I will talk about it today.

We get back to the episode and Iroha wants Yachiyo to explain what she means by breaking up the team. Iroha is having a hard time accepting that, especially when Yachiyo won't give her a good reason. Yachiyo getting eaten by a fish thing mid sentence struck me as funny.

We then get a bit of Yachiyo's backstory. How she was a model. Notice how Yachiyo is wearing white in this scene. I find it funny how Yachiyo is basically giving a powerpoint presentation for her back story. We then learn that her wish was to survive the modeling world. Imagine being 12 and making that wish. Not the worst wish but a weird one for a 12 year old to make in my opinion. Now you can see why I was holding out talking about the ED since it is all about her character. Her wish is a big part of that. It is a big reason for Yachiyo's actions. She feels that her wish to survive has been twisted and all she has gotten is being able to watch her colleagues quit and her allies die. Also I want to point out the chat she slumps into is the same from Mikazuki Villa.

We get Iroha's big moment where she one shots the Memory Museum Uwasu. Well not actually one shots the first few shots do some damage. I guess Iroha learned she can charge her shots Megaman style. Gotta make the big lemons, Iroha. Yachiyo is pleased to be saved. Iroha explain that she will prove Yachiyo is wrong about her wish. She also won't die. If you weren't the main character I would swear you are throwing up death flags.

Iroha gets hit by a rock or something. I guess her grief seed is filling up. What was up with the grief seed used earlier? Yachiyo carries Iroha on her back. Guess yachiyo doesn't want her to doppel.

We get this brief screen that says Uwasu of, I feel like it is missing some text. Oh look who it is, Mami is back. Mami and Yachiyo talk about Magius. I like the conversation as Mami judges Yachiyo for much of the same thing she is doing. They then fight at close range despite mami using guns. Also aren't the guns supposed to break after a single shot. Sudden fire extinguisher. It is Mami's weakness. I like how Shaft is committed to the fire extinguisher for Sayaka. I love this fight so cool and Santa Salvacion is such a cool song. Sayaka looks so cool. I like Nagata's style. Naturally Sayaka will be my VOTD.

So the fight is going poorly. Iroha decides that if she doppels they can even the odds. And with that the fight continues. Then Mami gets slapped. We find out that Yachiyo also knows how to use her doppel. She mentions that it is dangerous that they shouldn't rely on it. Touka monologues for a bit. Back to the fight.

Iroha gets knocked back. Looks like Hollow Iroha is going to make a reappearance. Yachiyo rescues Iroha and then keeps her from going full hollow.

Touko starts her little deranged speech. We get to see the other girls now in Black Feather outfits. Back with the fight with Mami, Iroha and Yachiyo connect to hold her off. I honestly feel like this is a missed opportunity here. Mami eventually gets hit by a rock as Touka continues her speech. Iroha slips. Back at the loli dictator assembly, Rena wants out this is clearly too much. Kaede stops her though with back up from the rest of the cult. Back to Yachiyo who is about to pull up Iroha when Mami's ribbons grab her. She whispers something as she falls. Little Kyubey goes after her. Sayaka then saves Yachiyo who cries out, "You promised me."

KUROE IS BACK HYPE. She is a feather as well. In fact everyone is a feather now.

No ED instead we get this amazing insert song Nigredo. ReReGraphics is great. This insert song combined with Alina doing her own thing wishing for Walpurgisnacht to hurry up just gives me chills. <https://www.youtube.com/watch?v=IhMZ-jcya94>

Credits roll. After the credits we get a teaser trailer for next season. Most of the shots look to be from this season. However there are some I don't recognize. Looking back I wonder if it does hint at some things.

End Card is Yuriyo err I mean Yachiyo and Iroha.

Overall I really like this episode a lot but the first half and the missed opportunities at the end bring it down a bit.

OST Spotlight

Of course it has to be Nigredo, the insert song that plays at the very end of the episode setting up for season two. If Void is my favorite because of how well it works with the show and conveys the feeling of it, Nigredo is my second favorite because of how hype it is. ReReGraphics does such a great job. <https://www.youtube.com/watch?v=IhMZ-jcya94>

Honorable mention Santa Salvacion. Such a cool song that plays during the big fight scene. Though I do believe it is looped in a few places. Full song is pretty cool though. <https://www.youtube.com/watch?v=AYnP3R4EZ9Y>

VA Spotlight

I don't think we had anyone new today.

Game Spoiler

A bit different than how things played out in the game.

[MR Game Spoilers]||All the girls are then asked if they want to join magius. Iroha refuses but the rest agree. Iroha then wakes up Yachiyo. Yachiyo tells Iroha that they are no longer a team and then they go to flee. Magius greet them with their brainwashed companions. Alina leaves a witch behind that Yachiyo defeats on her own. Yachiyo tries to take out the Uwasa alone as well but it doesn't go so well. Iroha pulls her aside and asks what the deal is. Yachiyo explains her

wish to survive is killing those around her. Iroha doesn't believe her and takes on the Uwasa by herself. She succeeds and the two continue on their way. Yachiyo agrees to Iroha's suggestions but both are being stubborn. Mami greets them at the exit and goes holy mode. Luckily Sayaka shows up to bail them out with a bomb. The whole building comes down but they get away. Iroha tells Sayaka the truth and Sayaka heads home. Yachiyo and Iroha walk home as well. When they get to the boarding house the lights are already on. Turns out Momoko was there to meet them. Yachiyo explains everything to Momoko and the two reconcile. Momoko then offers to help. Madoka texts saying they heard the news and will be going to Kamihama sometime. Iroha and Yachiyo comments that things seemed bleak but with friends from all different places they can make it.||

OP Spotlight

If you aren't concerned about game or anime spoilers u/theRazielim has a video on the secrets in the OP. <https://www.youtube.com/watch?v=-lWIGCuc6Vs&t=3s>

I will once again share u/cryzzalis video on the OP: <https://pastebin.com/vUzSMqBB>

We opened a cherry blossom tree. A reference to the Game. We see Iroha reach out to the cherry blossom petal which showcases her magical girl ring. This transitions to her sitting in her room with half of the room being empty which should be her sister's half. We then get the title card. Iroha climbs up some steps as Kyubey drives past. It starts raining so Iroha runs. We see in the buildings behind her some of the rumors and witches we have seen throughout the season. She jumps and lands in a puddle only to be greeted by Yachiyo who offers her a helping hand and an umbrella as we saw in the ED. Then we get the other characters, Tsuruno at banbanzai, Momoko, Kaede, and Rena at the arcade, Felicia with a cow background, and Sana with a bunch of cats, Mitama on her couch, and the Holy Quinent on a building and water tower with the color being red and Mami in the shadows. I like how Homura and Madoka are in the background and shadows because they don't show up. Then we get Alina and her art. It looks really creepy with the mannequin legs and arms in a picture frame. Little Kyubey jumps at the screen and we get Iroha's transformation which is similar to Madoka's. Then a quick flash of the different characters doing an action shot and whatever the hell Sana is trying to do, it is cute though. Behind Sana is Iroha. We see a brief glance of Ui which transitions into Iroha standing into a puddle that a dove comes out of. I had this crazy theory that this refers to an event that is basically what kicks off the series. Finally we end with Iroha putting down her umbrella to join the gang well at first it is just Yachiyo in front of Mitama's but by the end of the series it is all the characters in front of Mikazuki villa.

Thoughts on the season:

Well that is all for the anime. It cuts out a lot of the padding from the game. The downside though is each chapter only gets 2 episodes. A lot of the Rumor fights feel rushed and underwhelming. I think one big weakness of the anime is Iroha's growth and Yachiyo's character arc. At least with Iroha it seems deliberate her big moment comes at the last episode where she defeats a witch (rumor) on her own. However, the lack of buildup and progression not to mention the brevity of the scene leaves Iroha's growth to be underwhelming. Another complaint is the lack of progress Iroha makes in regards to her sister. In the game Iroha without fail will bring up her sister each chapter. In the anime they moved some statements around so we go long periods of time without her making any progress or bringing it up. Yachiyo in the anime hardly seems to warm up to people. She is also far less combative than in the game. This leaves the whole pushing people away seem awkward. Her arc and final moment with Iroha just don't feel earned. In the game it is much more noticeable that she is full on friends with each girl and cares a lot for them. It makes chapter 6 all the more poignant. Also, people don't like that the anime didn't have the emotional weight of Madoka Magica. The game tries to capture the suffering like Madoka in chapter 6 but even that is a bit weak, certainly better than the anime in that regard. However, the anime gives us much harder hitting moment in terms of Felicia and Sana's stories so there is a bit of tradeoff. At first, I thought the Kaede doppel was interesting, then her reappearance was odd. Upon rewatching I can see it is much more deliberate. Then again, I prefer the game not having them join the Magius and having their talk with Momoko be a parallel to what was going on and a foil for Yachiyo's handling of the situation. Mami is another big change. In the game her second appearance isn't until the holy Mami fight at the end. (Spoiler: In Another story Mami does more activities in Kamihama and does join the Magius but they feel they are losing her thus turning her into Holy Mami as a means of controlling her. The anime certainly captures this but I kind of prefer the mystery of what Mami was doing behind the scenes.) The Madoka girls play a much larger role in the game. Madoka and Homura show up in chapter 5. At first, I thought the show was pandering until I played the game. Then after playing the game I thought the show was trying not to pander and just kind of failing. Upon rewatch I think the show might have handled the Madoka side a bit better. We miss out on some funny moments though. Tsunoro in the anime is terrible. Her personality doesn't come through at all. In the first meetup she is so energetic it exhausts Iroha. She also makes a great foil for Felicia. She always brightens a scene and does everything with enthusiasm. We got none of that in the anime. In fact, she had more energy in off handed shots then the main ones. Also, she is the only main character to not get a backstory. That is a shame. Finally, the anime added Kuroe. Kuroe is a great catalyst for getting the plot moving and I didn't notice that her disappearance was deliberate at first. She shows back up as a Black Feather. Initially it seemed her only purpose was to get the story going and possibly replace a nameless feather from the game. Upon re-watching it seems she may be more relevant in the next season. There is talk that the anime is going in a different direction. I didn't believe that to be the case. Yes, the anime is pretty different but it follows similar story beats and paths. However, upon rewatch there certainly seems to be evidence that the next season could be different.

Dub 2023: Mami was okay. Had some good parts. Not sure how I feel about Sayaka. The VA was at Nekocon this year which I attended. Wish I had brought something to have signed. Anyway Sayaka VA did a good job with grunts and such. Touka continues to grow on me. Kaede was fine. Alina was fine this episode as well. Still just okay with Iroha. I liked Yachiyo. Again I feel like a bit was added to the dialogue. I think in some ways it helps.

Overall Season 1 compared to game

I would say I enjoy the anime more than the game. The anime handles the prologue and chapter 1 better. Chapter 2 is also a bit better in the anime but neither were too great. Felicia's and Sana's story in chapter 4 and 5 are much better in the anime. Chapter 3 Seance shrine was a little bit weaker largely due to not building up the hopelessness of the situation. Chapter 6 is where the game has a clear advantage in my opinion. The music is great. I do see people's complaints about it being repetitive. Each fight had the same music, they really loved Uwasa Uwasa song, and all emotional moments were almost always accompanied by that soft piano song. They definitely did sprinkle in far more songs than just those three, but they could have done a better job. The game has a really good OST for a mobile game. The animation was great. It also had a lot of Shaft's artistic flair without being too overwhelming. After finishing the game and coming back to this I am able to catch a lot of the small details and cameos they added. There is a lot of little stuff to appreciate. I think my favorite thing about the anime is the handling of the doppels. The games hardly bring them up unless a villain is using it. So, it is nice to see the big mechanic and important plot point get more spotlight. I enjoyed this rewatch and still feel the show was great.

As far as dub goes, it is hard to compete with some of the stellar VAs they have. Not to mention the game is in Japanese with Subtitles so naturally one would lean towards the Japanese voices. Yachiyo grew on me but you can't compete with the VA who plays Aqua and Chizuru. Iroha was kind of meh. I thought Felicia, Mifuyu, and Rena were okay. Sayaka was probably the best. Alina was hit or miss but I think the English VA really tried. The dialogue was awkward at times. I think the dubbing took place during COVID so I will give them the benefit of the doubt they did the best they could with what they had.

Well that is all my thoughts on the anime. Now to finish rewatching the game chapters and writing up my thoughts on them.

https://www.reddit.com/r/magiarecord/comments/fz47l3/deleted_by_user/

2023 Rewatcher Subbed

My opinion has changed as I have rewatched the show and been able to point out more foreshadowing, references, and call backs. I think part of that is because I have a different perspective now that I have seen the full series rather than just S1. I still really enjoy Magia Record and this season is what got me into Madoka in general. Now back then I didn't know all the reveals until the last episode of this season. I remember looking back and kind of being impressed that this could actually work as a first time experience. Obviously not ideal. I feel less annoyed with the Mami, Felicia, and Ai scenes than I did when I first watched this. The truth of the matter is that the anime is trying to cram 11 and half hours of content into 6 and a half hours (that is a generous estimate as well). Needless to say there are plenty of missed opportunities and character scenes that would have helped a lot. However I feel like for what they had to work with they generally do a good job. There is a lot packed into these episodes.

Looking over the old awards for Alethea ED writeup, I noticed that Magia Record placed for both backgrounds and storyboarding. Sure 2020 was a pretty light year as far as anime goes but that is still pretty good praise. I also feel the soundtrack was really good but it is definitely held back by La Gis being played constantly, at least once an episode if not twice.

QOTD [MR] What's your overall impression of season 1? Based on the show so far, do you think you'll be recommending it to others?

I enjoy it. If I show people Madoka I try to get them to try Magia Record.

QOTD [MR] How's your experience of this rewatch so far? Is there anything you would like to see change for season 2 and 3? Anything the host could/should be doing better or differently?

I am surprised how much time it takes to write these writeups. I appreciate how thorough people have been it really helps catch things you may have otherwise missed.

As far as the Madoka characters only existing for fanservice and removing them would be far better, I absolutely agree. I have been saying this constantly and for a long time. Just because I have made my peace with the fact that the game would be dead on arrival without the Holy Quintet doesn't mean I am happy with their inclusion.

[MR Game and Anime Spoiler] You know I never thought of Mami as brainwashed. I figured she became that way of her own volition. I did think Sana, Felicia, Tsuruno, and Kaede were brainwashed. I remember kind of this sense of "Wait, what is so bad about what Magius is doing? Clearly they are the bad guys so there must be something we aren't seeing." Also the end of the season kind of left this feeling that Yachiyo and Iroha were all alone against all the

other magical girls and the system itself. If Magius' plan is so great then those two will need to come up with a better alternative or else they can't win over the hearts and minds of other magical girls. After rewatching the show, I thought that Felicia and Sana may not be brainwashed because they weren't clapping with the rest of the Magical girls. I thought maybe the two of them collectively decided to go undercover inside Wings of Magius to help Iroha find her sister.

Magia Record Anime Season 2

Season 2 Episode 1:

We start out with Homura and Madoka fighting Partricia(?). Homura goes into timestop but then Ui shows up to give her little speech. Ui is so adorable that Homura slips and falls. Timestop runs out and Madoka eats a bunch of attacks until Sayaka shows up. Then Sayaka reveals what she found out in Kamihama. Kyubey shows up and says the lines he always says. Sayaka kills him. Says she can't be like Mami and everyone leaves. At school Homura and Sayaka are out. Sayaka I get but why is Homura skipping school? Homura then runs into the witch again and lets Madoka know. Madoka then heads over and lets Sayaka know. Sayaka says she doesn't want to fight witches anymore. Madoka is like well if you don't then I guess Homura and I will die. I like how it is phrased though. Sayaka does show up. It looks great. They all work together to defeat the witch. Then they decided to head to Kamihama. We then go to Yachiyo who is bullying a black feather for info, poor Shigure. If you look closely you can see a poster for lost Tsuruno. Credits roll and we get a short recap of what happened in S1. Post credit scene has Kuroe show up and get a mission from Nemu.

Thoughts: At first I was upset because I think the prologue is awful. However this episode is really good. It fits the prologue and Another Story into the anime in a way that feels natural. I also feel like it does a good job paying off the events of S1 Episode 13. Also the animation for Sayaka is stellar. My only complaint was that we don't really get to see much of the Magia Record cast in this episode.

Rewatcher Subbed 2023

I feel like I can actually use my notes for these episodes going forward if I don't have the time that day for a more detailed write up.

So we open with the Walpurgisnacht dress raising the curtain. Then some shots from what appears to be the original series. I think the bluray adds some Christian Imagery as well. Interesting how it is wide screen while Madoka and Homura fight Patricia. Poor Homura having a tough time. She goes to timestop to save Madoka, only for Ui to show up and tell her about how great Kamihama. "Come to Kamihama there is this dope abandoned mall full of creepy Mannequins." Naturally this causes Homura to forget all about Madoka. Sayaka shows up and saves them both.

[MR Anime Spoiler]Wonder if Magical Girl Ui will throw the first timers off

Hey, it is that shot. Sayaka gets mad at Homura. Madoka tells her to cut it out then asks about Mami. Sayaka did find Mami but she appears to be interested in a different sort of fashion. Sayaka then tells them that they will become witches. We then get some narration about the nature of magical girls. Oh some shots from Rebellion. Some recap of what happened at the end of S1. we then see Sayaka in the rain around the rubble of the Memory Museum.

Madoka claims that Kyubey lied to them. Guess who has decided to show up. "I didn't lie, I just omitted key aspects when formulating the contract which is only mostly illegal." Sis Puella starts playing. As Kyubey goes on his spiel about saving the universe and combating entropy. Then Sayaka stabs him. I wish this would have cut the music off. Replacement Kyubey shows up to finish his speech but then gets chased off by Sayaka. Madoka breaks down and Sayaka gets mad at Homura again. Homura knew the truth but didn't tell them. Madoka stands up for her. Then states they have to save Mami. Madoka believes that Mami is being controlled. Sayaka hesitantly agrees. The mentioned Walpurgisnacht is on its way and then leaves with the line, "I can't be like Mami." Homura and Madoka flirt for a bit. Hey, that is from PMMM. It is the loop where Homura has to kill Madoka. Madoka shakes herself off and moves on, well she got over that quickly.

In class Homura and Sayaka decided to skip. The teacher is going on about the versatility of Ms. Madoka remembers what she was told by Mami. Oh hey it is her drawings that is from PMMM.

We cut to Homura who has decided to catch a train to go to Kamihama to see if she can find what will save Madoka. The witch has other plans. I really like Homura's transformation here. Also how she protects the people as well. I do have to wonder why Homura waited until the afternoon to catch the train. Well it is good that Madoka happens to be passing by to realize Homura went after the wish. Madoka and Sayaka have a chat. Sayaka is all depressed and done with being a magical girl. Madoka gives her a bit of a pep talk. I like the "I will save Homura, You save me, and one day Homura will save you" line, even if the rest of the talk seems a bit manipulative with the whole "save me or I die." That is some powerful "Keep Out" tape. In Sayaka's room there appears to be mirrors on the chairs? I like how both Homura and Sayaka have Mami's ribbons.

Madoka says that if they are going to save Mami they can't lose to a Mitakihara witch. They then proceed to lose to a Mitakihara witch. SAYAKA to the rescue with a callback to her magical girl

introduction episode. Nagata cut time. Look how glossy Sayaka looks. I really like the sound effects as Sayaka Spider-Mans around slashing all the familiars. She goes in a bit too deep but Homura catches up to her and stops time to save her. Homura gives Sayaka a grief seed. Sayaka starting to come around to Homura. The three of them gather up in time stop to take down the witch. I feel like Sayaka's cape counting as part of the connection seems a bit liberal. Also this time stop is lasting forever. Sayaka remembers a bit about Kyouko and their chats. Using the cover of Madoka's arrows she jumps in and slashes the witch, defeating it. They celebrate their victory over a witch on their own. More Madoka pep talk. Time to save Mami now.

Just as Homura mentions that maybe things will work out, we see Kyubey's beady eyes.

OP as the ED plays. It is Careless by Claris which will be our OP. The credits play as we get a recap of what happened in the first season.

Interestingly enough the Bluray has the S1 recap episodes. There were 3 of them that aired before this season started.

Post credit scene HYPE. It is Yachiyo bullying a feather, yes it is a cameo, wanting answers on where Magius HQ is. We also see lost posters for Tsuruno. We learn that Fendt Hope is HQ and you can only get in if they let you in.

KUROE is back. The girl in braids asks Kuroe how she has been enjoying her time at Fendt Hope. It is nice of Kuroe to help stack the books. Then braids girl asks if Kuroe knows her sister Iroha.

Overall I like this episode. It gives a bit of a reaction to what happened in the last few episodes of S1. We get Madoka being her magical girl self. Sayaka learned some valuable lessons. My main complaint is, I would rather see the Magia Record characters. Yachiyo and Kuroe's parts are just too short. The action was nice though.

I don't think there were many bluray changes. Maybe a glossier Sayaka. Maybe the ending was extended for a bit.

VA Spotlight

I don't think we had any new voices. Cameos don't count [MR Spoilers]RIP Kanagi

OST Spotlight

THE NOSTALGIA

Game Spoilers

This episode is actually really similar.

[MR Game Spoiler]Magia Record game opens up with a prologue of team Madoka fighting a witch. The finishing blow is left up to Homura. As she goes to make it, a mysterious girl pops up to tell her how magical girls can be saved. They beat the witch and celebrate a job well done. Homura thinks what she saw was just her imagination. The girl reappears again to once again provide the same message.

Dub 2023 - I like Sayaka a bit more. Not sure how I feel about Madoka or Homura.

Season 2 Episode 2:

I really enjoyed this episode overall. We get Yachiyo lamenting that she can't find Iroha in the rubble. Wonder what happened to Sayaka? Kind of would have been nice to see those two talks. Would have connected the two episodes a bit better. Anyway, it seems Yachiyo is hunting rumors in an attempt to find the entrance to Hotel Feint Hope. She also goes to see Mitama. Yachiyo threatens her and gets all kind of answers about Magius and Doppels. Nemu summons Kuroe and tells her to look for a rumor for her. She drops the big reveal that she is the one who makes the rumors. Kuroe is not really sure how to go about this. So she wanders around until the little Kyubey shows up. Then Yachiyo catches her and recognizes her. Kuroe flees with Yachiyo in pursuit. Mifuyu shows up to protect Kuroe. Yachiyo and Mifuyu fight. Mifuyu mentions that her and Iroha are both weak magical girls and thus need salvation. Yachiyo doesn't see the comparison and calls out Mifuyu for focusing on her own self. Yachiyo blames herself for Iroha missing or dead. The two doppel. Yachiyo wins and is about to take her anger out on Mifuyu before she comes to her senses. Mifuyu flees and Kuroe goes with her until little Kyubey runs off. Yachiyo chases Kuroe again and they end up at the Eternal Sakura. Iroha is there but she doesn't seem like herself.

The good part of the episode is that Yachiyo is much more emotional than she was in all of Season 1. She struggles with is all this her fault or Magius fault. Is Iroha dead or still alive? I think this is presented really well and is a constant theme of the episode. The interrogation of Mitama is also pretty great. Sad to get big exposition dumps but it felt pretty natural and showed off the two characters really well. Kind of makes me wish Mitama got more characterization in S1. Mitama handles Yachiyo's threats so well. Yachiyo gets the info she wanted and Mitama gets to stay "neutral." The fight with Mifuyu was really good. It looked great and felt thematically important. So many parallels. The downside of the episode is Nemu casually dropping such a big reveal to Kuroe. Yes, Kuroe technically did ask and yes, it is in character for Nemu to respond that way. Then we also have little Kyubey appearing to Kuroe. I figure Kuroe remember it from S1 EP1. It technically did save her and Iroha. Still feels a bit lazy to have little Kyubey lead Kuroe to where she is needed. Even moreso when little Kyubey runs off to keep Kuroe

from fleeing with Mifuyu. I get it though; the show doesn't have time for a couple episodes of Kuroe's investigation. Maybe could have been better if Mifuyu didn't see Kuroe and was just kind of fighting Yachiyo of her own accord. Then Kuroe gets naturally left behind. A lot was covered in this episode so it did feel a bit fast. Also, some of the cuts in the fight were confusing and hard to follow.

Rewatcher Subbed 2023

So we open the episode with Yachiyo modeling. I am not sure if the light colors still represent her naive youngerself. I like Yachyo's team being blown off the board representing them failing to survive. I know there were some complaints about how Yachiyo's backstory was conveyed at the end of S1, so I am curious if people liked this better. We go back to Yachiyo, digging through the ruins of the Memory Museum. She asks where Iroha is and that she promised to stay alive. Her Hollow shows up and says Iroha is dead. She then smashes the mirror telling her hollow to shut up. Then we are back to bullying the cameo before the OP plays.

I think Careless is decent enough. I like it more than the season 1 OP. Kuroe is in the OP. How many ships do you want in the OP?

After the OP we are back with Yachiyo fighting an Uwasu, Rumor of the Peeping Castle. Interesting design for what is going to last a few seconds. Not sure what the words say. She is wearing light colors so maybe her viewpoint this season is different. Looks like Yachiyo has been going around defeating rumors in hopes that one of them leads her to Hotel Fendt Hope. Mikazuki Villa is kind of a mess. Also visual separation with the mugs and they are in the dark. Did Yachiyo just call a mug a liar? Oh no the mug is going in the dead friends cabinet. Mifuyu is still alive yet she is in the dead friends cabinet. She just cleaned her soul gem and her hollow is giving her this much trouble.

Then we see Touka. She is doing a presentation. This one feels not quite as unhinged. Kaede needs to lay off the juice. Wow she is in deep. Momoko and Rena are skeptical. We see Felicia and Sana and they have a bit of a discussion. Felicia seems onboard due to the whole truth and needing to eradicate witches sooner rather than later. Sana is a bit hesitant. Who is this they Sana and Felica keep talking about? It is just Iroha and Yachiyo now that you two are gone. Wonder if they don't know that Rena, Kaede, Momoko, and Tsuruno joined. OR they think Iroha has other friends. At least we can confirm that they are not brainwashed. They joined of their own accord. Touka finishes her motivational speech to get the feathers to work harder. Amame's stop sucking up. Touka is pretty mad at them for letting a bunch of Uwasu get destroyed. They need the Walpurgisnacht for something. Maybe Touka's message is the reason Mifuyu went to confront Yachiyo.

Why did Kuroe go to the abandoned Mall? What about this mall is so alluring to magical girls? Nemu tells Kuroe to find a rumor she made. In fact Nemu made all the rumors and it is slowly killing her. She gives Kuroe information on the Uwasu through papers flying. How about just

handing it to her? Or are you worried Kuroe is diseased and shouldn't get close to you. Back at the mall Kuroe sees little Kyubey. I wonder what all the signs say. Kuroe then follows the little Kyubey.

Mitama makes it home with her food crimes. Yachiyo is waiting for her. I love this conversation. I guess Mitama has been helping Magius. Her adjustments make it easier for magical girls to control their doppel. Yachiyo seemed to have a different impression of how doppels worked before running into Touka. Further evidence that she has used it before. "I didn't lie, I just left out some stuff." So is everyone in this show going to act like Kyubey? Mitama handles Yachiyo shaking her down for information quite well. So Mitama is the one who told Yachiyo to be weary of doppels. We learn that in order to use them a part of your body must be given up. Then Mitama covers her bento box in what looks to be strawberry jam. More text that I am not sure what it relates to as Mitama says she is neutral and if saving magical girls is that bad. The food crime offends Yachiyo so much she leaves but not without the information she was after, Capture a Black Feather.

Yachiyo goes to the abandoned mall because it is the place to go when you have nowhere to go. I like how Yachiyo recognizes little Kyubey and Kuroe but her hate of Magius distracts her when she sees the emblem. Poor Kuroe. Good thing Mifuyu shows up to save her. Well technically she is here to talk to Yachiyo, possibly to convince her to at least stop destroying rumors. We get Yachiyo and Mifuyu's fight. I love Yachiyo's new transformation. It combines the elegance of the first with her current rage. Mifuyu's on the other hand is "not this again." Mifuyu needs to learn the type chart, Sugar Geese are not good vs water. I love that their whole argument boils down to two lines. Yachiyo says she will take responsibility for the wish she chose. Mifuyu says Yachiyo is strong. I don't think either has changed their opinion but I do think they have some level of understanding.

[MR Game spoiler]I believe the shot of Mifuyu over the tombstones is a reference to Nemu's magical girl story where they lament their fallen comrades.

Mifuyu teleports away as she has done before but poor Kuroe gets left behind because little Kyubey decided to run off. Yachiyo chases after the two of them. They wind up at the Uwasas that Kuroe was looking for in the first place. Look at all the little bird heads. I guess this is saying that this rumor is Iroha's nest. Little Kyubey goes to one of the chairs in front of the tree and begins climbing the tree. Then Iroha shows up. Yachiyo is glad to see her. Iroha on the other hand, immediately has her hollow self take over.

Then the ED plays. Well the song at least. It is just a scrolling credit with the Uwasas of the Sakura tree as the background.

VA Spotlight

Did I talk about Kana Hanazawa yet? I can't remember if I did. I think I did though.

OST Spotlight

La Gis Sulva Za Celow, I have been holding out talking about this one despite the fact it plays constantly in S1. I really like its usage here. The battle theme becomes Angry Yachiyo's transformation scene. <https://www.youtube.com/watch?v=k3m61aGXPF4>

Game Spoiler

Pretty much completely different.

[MR Game Spoiler]Iroha and Yachiyo do try to shake down feathers in Chapter 7. They aren't very good at it though. The feather says "They don't know" then are able to run off with Iroha just kind of shrugging it off. Felicia and Sana are brainwashed and just kind of hanging out in Fendt Hope

QOTD [MR]: What did you think of Mifuyu this episode? Do you understand her stance? What would you have said to her in Yachiyo's place?

I don't think her point is all that wrong. She does seem to be largely concerned with herself but that isn't necessarily a bad thing. She is a bit whiny at times though. If I had magical girl powers I think I would have beaten her up too.

VOTD: Yachiyo's Water skirt but there were a lot of good shots this episode.

Dub 2023 - Nemu sounds good. Kuroe just doesn't seem right. Yachiyo sounds good but some of the emotional parts have slight misses. Mifuyu was good.

Season 2 Episode 3:

Rewatcher Subbed 2023

How Papa thinks the cliffhanger was resolved:

https://static.wikia.nocookie.net/magiarecord-en/images/1/12/MagiRepo_2-191.png/

Okay I had a theory that Iroha ended up at the Eternal Sakura because of Nemu. There was some game knowledge on how the rumor works and its origins that I tried to combine with how the story was playing out to make this all work. Basically I thought Nemu heard Iroha was in

trouble at the memory museum and had the Eternal Sakura rescue her. That isn't the case at all. In fact the actual answer makes a bit of sense. It also explains some other things. Thanks to Tar for pointing out that Kuroe was at the Lucky Owl Rumor. Like I knew that she was but never thought it was important until Tar pointed it out. So how did Iroha end up here? Nemu states at the beginning of this episode that all rumors are connected to the Eternal Sakura.

[MR game and Anime Spoiler]The Eternal Sakura is a rumor that Iroha crafted herself in order to motivate the girls to get better. So it makes sense that its roots would connect to all the rumors since the Rumors are based around Magius impressions of the city as seen from their hospital window. Who is the connecting piece to the hospital trio? IROHA. So Iroha's rumor is the one that connects them all.

So you are asking yourself, how does that lead to Iroha winding up there? Well she literally fell in. If Eternal Sakura's roots connect all the rumors then below every rumor you should find the roots. When the memory museum collapses she lands on the roots of the Sakura tree. We see in this episode Mami's ribbons letting go of Iroha, maybe she has accomplished her goal of getting Iroha out of the way so she can probably just head back to base. So then what is Kuroe up to? She is looking for the roots of the tree. So she goes to Lucky Owl Water. It is a defeated rumor and its true location was in the sewers underneath the mall. So theoretically it should be the rumor closest to the roots. So Kuroe was in the right place the whole time. Thankfully Mifuyu and Yachiyo's fight breaks through the ground, getting them even closer. I am sure this doesn't mean much to you all but it feels like a big revelation to me. While it was airing I saw plenty of complaints about Iroha winding up there and whatever Kuroe was up to.

Also fun headcanon, with Yachiyo shaking down feathers, a memo was put out to not be seen around town. Kuroe didn't get that memo as she was too busy with her mission.

These are literally my old notes for this episode: Yachiyo speedruns rebellion. Though she gets things a little wrong and needs Kuroe's help. This episode is so well done though. It gives us a ton of information about Iroha while also shedding some light on Yachiyo and Kuroe.

Anyway, onto the episode, Nemu wants Kuroe to find Iroha once again mentioning that Iroha is her big sister. She then mentions that all the rumors are connected to the Eternal Sakura through its roots.

Now we are back to Iroha. Her doppel comes out and traps Yachiyo and Kuroe.

OP plays.

There is an orange light that glows brighter. We see Yachiyo wake up in Mikazuki villa. Tsuruno, Felicia, and Sana barge in begging for breakfast. Felicia is too hungry to button her shirt (looks like a zipper to me but okay). Yachiyo rushes off to find Iroha in her room. Iroha is there and greets Yachiyo. Naturally they hug until the doppel mask shows up and makes Yachiyo weary.

Once again we get another Banbanzai 50 out of 100 joke, as Yachiyo explains they were absorbed by the doppel. Kuroe agrees and wonders where she is at. Yachiyo explains it is

Mikazuki Villa. Felicia wants to take Kuroe's ham. Yachiyo wonders how they know each other. Also Kuroe's MUG HYPE. Kuroe is not sure how they know each other. Yachiyo wants to understand how the rumor operates and if it is at play here. Kuroe hands over the paper. Yachiyo asks Iroha about her sister.

Suddenly they are on a train to the hospital. Kuroe didn't know Iroha had a sister. They arrive at the hospital to see Nemu and Touka singing around a model of the city. Gives you a pretty good idea of how the rumors came to be. Yachiyo wonders how they know about the rumors. Kuroe explains that Nemu is the one who makes them. Yachiyo reasons that everything must be connected. They finally get to meet Ui. Well teddy bear Ui. Ui mentions she wants to go to a theme park. Yachiyo reasons that everything is too nice. This must be Iroha's dream. So to break the dream, Yachiyo starts breaking things. More Bird Imagery. I like how it falls apart and we see Yachiyo's eye. Yachiyo explains that if a Doppel is like a Witch then it isn't hard to imagine it would make a labyrinth. We then see a ferris wheel. Yachiyo finds a little window into a different style world behind Ui's bed. Kuroe takes off her shoes to not get the bed dirty as she goes to join Yachiyo. Kuroe is so respectful. Yachiyo tells her to stay behind.

Kuroe mentions a witch and thus a witch appears. Kyubey shows up. I like how Sana's chains don't have blades on them. Iroha's dream wouldn't have that for her. Also 168 on the witch's side would be Iroha's number. Lots of grief seeds if only it was that easy. We also see the door open behind them. I have a theory about what this could be about.

Yachiyo is in a slightly different artstyle. More Night on the Galactic Railroad references. Back with Kuroe they are setting off fireworks. Yachiyo is back and in black. Makes sense as that is mostly what Iroha saw. Iroha and Kuroe talk about what they would wish for. Iroha also idolizes Yachiyo for a bit. Kuroe seems pretty comfy. Nice to see the two happy for a bit. Iroha gives Kuroe a bit of a pep talk but her responses also feel like they are missing something.

Yachiyo finds Ui, well the bear, and points her spear at it. Yachiyo pushing Ui with her spear will always be funny. There are chairs around the bed, I wonder what they symbolize or if they are only a callback to Rebellion. Back with Kuroe the two are sleeping together on futons. Kuroe wonders why Ui is a bear. We also see the calendar. Ui had appointments. The month had 31 days. I wonder if this was used to solidify the timeline. Iroha gets all offended by Kuroe's question. How dare you say Ui is a bear.

Back to Yachiyo, we get my Votd, Yachiyo sitting in a chair watching Ui. Iroha shows up to ask what Yachiyo is up to. By the time Yachiyo turned around, the Ui bear had disappeared. Yachiyo asks where it went. Iroha shows Yachiyo the bear, only for Yachiyo to take it and cut it in half. This triggers the Doppel to attack them. Well actually Iroha is the one that was odd this whole time not the Ui bear. The doppel explains that Iroha was scared and alone, so she showed up to protect Iroha from all the bad in the world. Iroha gets a moment of control and explains how afraid she was before the doppel takes back control. I am pretty sure the runes say Giovanna which would be the name of Iroha's doppel. Guess I don't need to keep calling it Hollow Iroha anymore.

Time for the fight with Ui bears and Giovanna. Kuroe is going to help as well. Yachiyo tries to get through to Iroha. In the labyrinth we see all the Uwasa they visited so far. Yachiyo says they can't accept a convenient lie. That they should take back what they want. Yachiyo asks Kuroe to connect with her changes her spear a bit. Yachiyo then cuts off Giovanna's head.

They are now outside again or at least with the rumor. The two embrace. Yachiyo breaks down a bit. Kuroe just kind of watches. Little Kyubey also watches. They smile and that is the episode.

ED plays it is Lapis by Trysail

Post credit hype. Madoka is texting Mami who hasn't been responding. Last message from Mami is "No matter what happens I'll save you."

OST Spotlight

I was waiting for tar to see if battle of obsession played this episode. I didn't think it did but now I know it didn't. That kind of stinks because there isn't really any other track I want to talk about. Oh well I wrote a lot about the ED so we will go with that.

ED Spotlight

I really like the Season 2 ED. It is called Lapis and it is by Trysail. I am just going to put everything in spoilers.

[MR Anime and Game Spoilers]We open with going through a train tunnel. Obviously trains have had a big thematic presence in this show. Going through a tunnel may refer to their journey. Once outside the tunnel we see a blue butterfly. Butterflies represent hope. A blue one in particular seems to mean change. The flower that the butterfly is resting on is called an Angel Trumpet which means rebirth. Note that all the girls are wearing white. Iroha is praying then we cut to Yachiyo in a field of blue flowers. Sadly I don't recognize them. Then back to Iroha who has a butterfly resting on her finger. Yachiyo is laying in some red flowers. The color is a bit darker. This represents their innocence. We see Sana and Ai embracing in a pool. Felicia tries to capture the butterfly and is engulfed in flames. I think this may be in reference to her house burning down. Tsuruno and rumor Tsuruno in the water holding hands. Back to Yachiyo who at first standing on water looking at the stars. Then she is on the crosswalk with an umbrella while others pass. A pink Butterfly flies by and she drops her umbrella and chases after it. I believe this is referring to her wish with all the other girls walking in the opposite direction. Then her chasing the butterfly refers to chasing Iroha. She grabs it but it falls apart kind of like what happened with Felicia. We see her soul gem. All this is through the perspective of her eye. The doppel maks falls off and crashes on the ground. Yachiyo is once again on the water now Iroha is running towards her. Yachiyo starts drowning but Iroha jumps after her. You could read this as Iroha rescuing her or that both of them are drowning together. Implying that both are struggling with their fates We see what looks to be Ui looking out a window. Maybe this is the hospital room. The flowers catch on fire. We see Yachiyo's feet wading in a pond of flowers. Maybe these are forget me nots or Morning Glory both seem fitting but I am not sure. Once again the tree with the angel trumpets but it is sitting on a chair. Definite symbolism but I am not sure what

it refers to. We then see Yachiyo despairing but in a stylized manner similar to how doppelgangers are represented. Iroha reaches out to grab probably Yachiyo. She is on steps and starts climbing up them. Iroha runs up some steps as they vanish after her. She is grabbed by hands which I always thought referred to her doppelganger Giovanna dragging her under and covering her eyes. Then we see Tsuruno holding Felicia's hand as they run through a field of flowers. Obviously referring to those two's interactions and friendship. Felicia throws up some flowers while Sana and Tsuruno look towards something. They are waving towards Iroha who is on the other side, representing how they joined Magius and are separated but still care about Iroha. Iroha turns and sees Yachiyo who has now joined her. I think this is alluding to the fact that Yachiyo comes to care about the other girls as well. Yachiyo looks longingly at Iroha and they hold hands. Definitely getting some Yuri vibes. The blue butterfly flies past them. Then we see all the girls laying together. The girls facing down, Sana and Tsuruno, are the ones that die this season jk. The blue butterfly once again lands on Iroha's finger as Iroha closes her eyes. So that is the ED. Tons of symbolism and references to the various characters. I also think like the first season the ED and OP go together. The OP is Iroha's ideal, save the day and get all your friends. The ED on the other hand is the reality. Everyone is struggling but at the end, they have each other. Also, Sana and Tsuruno don't die.

VA Spotlight

Don't think we got anyone new this episode.

Game Spoilers

Other than some info from the Archive this is really all anime original content.

[MR] From a meta perspective, it is probably not much of a surprise that Iroha isn't actually dead. Do you feel the story handled her return well?

I would have liked to develop Kuroe and explore Yachiyo a bit more but I can understand that you don't want to keep your main character out of the action for too long.

[MR] If you had the opportunity to spend the rest of your life in a hallucinatory wish fulfillment world, would you take it? You can pick whether you're aware of it once you're inside.

Sure why not.

Dub 2023 - Still not sold on Kuroe but Iroha has grown on me. It is nice that the rumor song is in English but you could tell the flow doesn't quite match up. What is interesting is the song is intentionally a little off in Japanese as well. It is just even more so here and you can tell words

are crammed in. Also I feel like there is some additional dialogue. Some adds context but others don't seem to make sense. Like Kuroe telling Iroha about how hard she was looking for her sister. Or Yachiyo talking about the reality of Mikazuki villa. I think some of it was in the sub but I would have to go back in check but it is wildly inconsistent.

Season 2 Episode 4:

So we open the episode with Iroha and Yachiyo having a moment. Oh wait, Kuroe still exists. Kuroe then explains what she knows about the rumor. Iroha says that sounds familiar. Sakurako speaks some lines. Then they are back at Mikazuki Villa. Kuroe is surprised by the mess and lack of people here. Kuroe mentions she is with the wing of magius and that she was given a mission by Nemu to find and bring Iroha to her. Iroha asks Kuroe about Nemu. Then Iroha has Kuroe take her to her. They get to the entrance only for the Amanes to show up. Kuroe and Iroha rush in. Kuroe's emblem turns to black and she tries to hide it. The two have a conversation about doppel on a train then run into Rena and Kaede. The group continues further where they are attacked by an Uwasu. Iroha and Kuroe connect to beat it. Sadly just the stress of the fight is too much for Kaede who immediately doppel. Then we get a cool fight scene. Mitama shows up and puts Kaede in an ornament. The group goes to this makeshift hospital and they chat with Mitama.

The witch runes seem to translate to

"Destiny lies at the end of these rails

All we can do is get carried"

It is not all that important but it is a nice foreshadowing largely for this episode but it does also relate to the series as a whole I feel.

Overall I really like this episode but it is clear the directing and production are a bit off. I just don't feel the conversation at Mikazuki Villa is all that impactful. I do really like the conversation on the train though. Also the fight is probably my favorite. Kuroe and Iroha have a conversation about their difference of opinions but then their fight with the Uwasu visually showcases it as well. Then we get Kaede going into doppel syndrome. That fight looks good but it is too fast and disorienting. I also really liked the witch reveals. I do feel that Mitama and Momoko are a bit off in this episode though.

Rewatcher Subbed 2023

So the CD that comes with the bluray only has like 8 songs and it is missing a number of my favorites. Just wanted to complain. Aniplex can be so greedy.

Now that I have complained we must coordinate our efforts to ensure that every angle of Kuroe is featured in the Visual of the day.

So we open up once again with Yachiyo and Iroha having a moment. Yachiyo tells Kuroe she is being a third wheel but Kuroe doesn't mind being part of a tricycle. The Eternal Sakura says a few things to me. Iroha seems to recognize it. They are eventually kicked out of the rumor and back at the abandoned Mall. Iroha is ecstatic because she can't get enough of this mall.

[MR Game Spoiler]Well yes it is the rumor you came up with Iroha. In the game Iroha is the one who came up with the Rumor.

[MR Anime Spoiler]The foreshadowing. If you know you know.

OP Plays

Back at Mikazuki Villa, Kuroe is a bit uncomfortable because the place is a mess. Iroha says that is not usually like this. Yachiyo just plays it off that she has been busy. She also lets slip that no one else is here. Then tries to throw Kuroe under the bus by mentioning she is a feather. Iroha is surprised by this. Yachiyo then puts the bus in reverse to run over Kuroe one more time by mentioning Kuroe had a mission to find Iroha. This leads to asking about Nemu. Now the plan is to get everyone back and meet with Nemu

[MR Anime Spoilers]So we see a map with different shapes on it. At first I thought this referred to the missing girls because of the Green being Sana and Orange being Tsuruno. That isn't the case these shapes refer to Magius. The green cube is Alina. Red Cube is Touka. Orange sphere is Nemu and the pink sphere is Ui. Now I have a theory that the sizes refer to how tall they are. So it makes sense that Ui's pink sphere would be tiny. Alina's being a cube makes sense. Not sure why Nemu and Ui are spheres, maybe because they are less rough around the edges than the other girls.

They are off to Hotel Fendt Hope. Kuroe explains how it works. Anyone recognize the location? That is right it is the same place as episode 1, the Flowers of the World Fair. Curious if the entrance by the cucumbers means anything. Also what is up with the Black Feather hood. Can Kuroe control when she transforms with it? I guess in the last episode Iroha wouldn't have known Kuroe was a feather hence its lack of appearance. They get to the entrance only greeted by the Amene twins who were just leaving. Yachiyo fights them as Kuroe and Iroha run in. Turns out the Amene's left from lower in the hotel rather than where Iroha and Kuroe actually wanted to go. Kuroe's emblem turns black.

I really like the train scene and not just because the stack of books are back. Iroha and Kuroe have a bit of a discussion about the two sides. Kuroe mentions how she has had to use her Doppel and without it she would be dead. Iroha says instead of Doppeling she should lean on

others, but Kuroe doesn't have any friends. Iroha says she will befriend all of Wings of Magius, by force if necessary (well maybe not that last part).

[MR Anime spoilers]Kuroe asks Iroha what she would do if there was a weak girl from Takarazaki city. Kuroe is basically asking what Iroha would have done in her shoes.

They reach the end of the rail where they run into Rena. Rena has her Black Feather uniform on. Also her emblem is black. I have heard that in the TV airing they also forget this, so sometimes she has a gold emblem. Anyway Rena is done with this cult and she is taking Kaede with her. Kaede isn't doing so well because she has drunk too much kool-aid. Rena mentions that they are being chased. I think the subs say a person is after them. I do wonder if this is a mistranslation considering what is actually after them.

The witch runes seem to translate to

"Destiny lies at the end of these rails

All we can do is get carried"

So the words seem to apply to the current situation or maybe to Wings of Magius all together. However, They are presented as runes which means that these quotes are by Doppels. So maybe they are referring to Kaede's Doppel. Or maybe all the black feather's Doppels.

They get to a witch raising factory. Iroha feels bad for them because they used to be magical girls and shouldn't be treated like this. Her and Kuroe talk about what it was like to be trapped in a dream until this bear monster shows up. Thus starts my favorite fight in the series. It is not just the cool poses, impact frames, or Nagato cuts either.

[MR Anime spoilers]If you were paying attention and had subs that translated text then you would have noticed in Yachiyo's rumor files the Bear Rumor. So this minion is a part of that.

[MR Anime speculation]So it is weird to me to use Endless Solitude for Witch Raising when Hotel Fendt Hope was viable the whole time. My theory is that Endless Solitude was a better fit by its nature. So it was a convenient spot that didn't cost Nemu as much power. So with Endless Solitude destroyed they didn't have a viable back up so they had Nemu expand Hotel Fendt Hope rumor in order to create the Witch Factory. The feathers would then transport the witches back and forth as needed, previously. The alternative is that Endless Solitude was simply used as Alina's pet project.

Why I like this fight breakdown: So first of all we set the stage by having Iroha and Kuroe's conversation on the train. They both propose their side of things. Iroha's alternative to using

their doppel is the power of friendship. Kuroe just kind of rolls her eye to this and goes "sure Iroha." It sounds idealistic and not grounded in reality.

So we start the fight with Kuroe being knocked to the ground. Iroha calls out to her. Kuroe struggles to get up only to be staring down the Bear rumor barreling down on her. She grabs her Soul Gem and yells "If I am going to die here." Iroha shows up just in time to push her out of the way. Iroha uses a soul gem on Iroha and asks if she was going to Doppel. Kuroe is kind of ashamed as she replies Yes. Iroha calls her name and pauses. Now the expectation is that Iroha would rebuke Kuroe, but she doesn't instead she wants Kuroe to connect with her. The two do, and the crossbow they make is really cool and probably the most unique connect we have seen so far. It defeats the bear rumor.

Basically the whole fight is Kuroe trying her solution only for Iroha to show how effective her's is. Now the best fights are always the ones that are thematic and character driven. I think what I find interesting about this, is that Iroha and Kuroe's ideals are at conflict but they are fighting on the same side. On top of that it looks great and I like the music during this as well. So many good shots of Kuroe, who is definitely one of my favorite characters. Sorry to gush just love this fight a lot. The whole scene is only like a minute and a half but wow.

Then right after that fight is another amazing fight. This time against Kaede who has gone full Doppel. You never go full Doppel. Iroha thinks maybe they can get through to her and separate Kaede from her Doppel like they did with her. Kuroe is not sure how that will work considering how much they have fused. Then the fight begins. I think in the TV version the subs are a bit messed up. There is a line where Iroha is giving Rena a pep talk. I just get confused as to who is talking. I think it should be Iroha peppering up Rena only for Rena to agree she is the one who can save Kaede. This fight is another Nagato cut and is probably the most confusing. In the bluray they cut out some frames to make it more understandable. I am not a fan of this approach but it did work. The fight is much more understandable. I think I have watched this fight too much though as I can follow it decently well even in the TV version.

They are able to capture Kaede. Mitama and Momoko show up to assist. Well Mitama says she mentioned this would happen but they didn't listen. She then puts Kaede in a bulb with a magic trick. In case you didn't gather that Mitama's design is that of a Magician. The wheel Kaede into the hospital that is full of other magical girls who got a bit too close with their Doppel. Mitama doesn't have the answer but maybe this will all go away if Magius completes their plan. Rena is upset this is no different than becoming a Witch. I don't know if I agree with that if you get to Doppel more than once that is a lot better than turning into a Witch.

[MR Game Spoiler]Most of the girls in bulbs are anime original but there are a few cameos here. They are making a reference to the seasons.

Iroha and Kuroe talk for a bit. Iroha doesn't like this. She talks about how she was having this nightmare about all the other girls turning into witches. We then get to see their Witch forms. I think the witches look pretty cool. I think Yachiyo's is pretty scary though. If I was a magical girl, I would not want to mess with her.

Finally we see Touka, Nemu, and Alina sitting around a table having a chat. Alina doesn't really say anything and that is the episode.

ED plays

No post credit scene.

Overall this is probably my favorite episode. It has some issues. I feel like the directing could have been better. The big fight is a bit hard to follow. Overall though I think it expands on Doppels nicely. The best part is furthering Kuroe and Iroha's characters.

Va Spotlight

No one new this episode.

OST Spotlight

Doppel Threat, I am pretty sure it played in the last episode and maybe before it. This is the part that I think of the song. Kaede transforms and it gives this sense of danger.

<https://www.youtube.com/watch?v=oNsueHafi2M&t=1s>

Game Spoiler

Pretty much all anime original

[MR Game Spoiler]Iroha gets into Hotel Fendt Hope but it isn't until much later. Actually she is captured and brought there. They do fight some bear rumors but basically everything they do in Hotel Fendt Hope is pretty different between game and anime.

QOTD 1 [MR]: We've learned a bit more about the role that Yakumo (the Coordinator) plays in relation to the Magius. Is she doing the right thing? Should she be doing anything differently?

She could be making an effort to try to resolve Doppel syndrome. Also maybe not pretend to be neutral when you have an operating room in one team's Headquarters.

QOTD 2[MR]: Have you ever snuck into a party that you weren't invited to?

No

Dub 2023 - I am almost feel like English Kuroe is a different character. She seems much more animated and less depressed in this version. Iroha is cute but the connect line came out weird. Some changes with Rena's conversation on the tracks were odd. Quintet were fine. Iroha's pep talk with Rena was pretty good. I think Kuroe got an extra line that scene. Mitama continues to disappoint.

Season 2 Episode 5:

The last episodes have been pretty crazy as far as what has been happening goes. This episode takes it a step back and is more of a setup episode. We start off with SanaTube and then it cuts, strangely I might add, to Felicia and Sana making apple pie. Sana is having doubts but Felicia says they can't leave until magical girls no longer become witches. Touka announces on the speaker rumor that they are moving forward with their plan. They are going to draw more witches into Kamihama to feed to embryo eve. Feathers should have their friends and family hide in the Uwasa. Sana sees the people at the hospital having their emotions feed to the witches and is not okay with it. The white feather rationalizes the action in that people need to accept a little discomfort for their salvation. We then cut to Iroha heading out on her own only for Kuroe to catch up to her. Kuroe immediately starts raising death flags. Iroha appreciates her sentiment and lets her tag along rather than reprimanding her for waving the death flag and telling her to go back where it is safe. Felicia and Sana then run into Kyoko who was stealing grief seeds and they get caught up in her antics. To escape the other feather Kyoko grabs the two and they jump hoping to land on a lit up rail line. Yachiyo defeats the witches and picks up the magius symbol left behind by the incompetent Amare twins. Yes that was literally it. We get back to Felicia, Kyoko, and Sana. Felicia is freaking out about the witch raising farms. Touka talks more about Embryo Eve and surprise that is where the three are headed. They get there and Felicia loses it a bit but Sana stops her from attacking. Kyoko leaves. Sana runs into Mifuyu and they try to ask her questions but Mifuyu doesn't have the answers. Iroha states that this doesn't seem like the Touka and Nemu she knew. Kuroe is feeling pretty bad about her choices. We end the episode off with Kuroe opening a path for Iroha to escape and saying she will catch up. Rip Kuroe.

Overall this has been my least favorite episode so far. For a setup episode it just felt so busy. The opening with SanaTube was strange and cut weird. It was nice to have Sana and Felicia back but neither really did anything. They are just dragged along with Kyoko. Felicia at least gets some character moments. I did like how Wings of Magius feels like an organization. There are mundane tasks that need to be done along with the more sinister ones. It was nice to see some other feathers rationalizing things. As well as some feathers trying to defect. Eve's reveal I feel could have been better if we saw Eve before hearing about her from Touka. Kuroe and Iroha speech was a little odd to me. Kuroe was super cute but Iroha's reasoning for leaving everyone behind felt odd. Also, not addressing the concerns from last episode was a bit disappointing. I get that it was late and they probably did need sleep but it just feels like a lazy way to sidestep the fallout of doppel syndrome. Yachiyo does nothing this episode and was only included so she could get an emblem and find out where to go. I did like Mifuyu starting to change her views thanks to seeing how messed up Tsunoro was. Fighting with her ex clearly wasn't enough but seeing how things have affected her cute underclassmen did. I kind of

figured that Kuroe was in line to be sacked but I didn't think we would get to it so soon. Her doppel was pretty cool, but something doesn't feel quite right about Kuroe being killed off here. Most of the important story elements were literally told to us through Touka's little speeches. Just a lot of information to process with constantly changing viewpoints and a bit weak character moments compared to the last few episodes. It leaves me feeling a bit uneasy about the pace of these last few episodes. For an episode that was supposed to be more of a breather it sure didn't feel like it.

Rewatcher Subbed 2023

Challenge of the day: Find the exact moment Mifuyu realizes "Maybe we are the baddies."

So we get this portion of SanaTube. I like Sana but I don't like this. I think what they are going for is trying to refresh your memory on who Sana is and how things played out for her up until this point. It cuts off weird and we get a nice scene of her and Felicia making apple pie. I like how Magius has their own brand of apples. Not sure what the cow coupon says. Sana once again suggests that they should just leave. Felicia responds they can't until she figures out a way to not become a witch. Touka comes on the line and mentions that they are moving forward with their plan with Embryo Eve. No one knows what that is. A common theme this episode. Also a lot of hourglasses in this episode. Oh that is a noticeable change in the bluray. I am not really a fan of it though.

We then see Tsuruno acting a bit strange. Mifuyu asks where she has been but Tsuruno doesn't respond. She starts to turn blue and mutter about saving magical girls. Mifuyu kind of looks on in surprise as Tsuruno becomes blue daba dee dabu day.

OP plays. Was Yachiyo always sitting with Kuroe and Iroha?

Back to Iroha she tries to leave everyone behind with Mitama as she goes to confront Nemu. We see everyone else sleeping? So time has passed. I guess it was late when they got here. Not really a resolution to the conversation last episode. Kuroe catches up with Iroha and explains she wants to come along. The dream world has given her hope. Iroha says she feels stronger with Kuroe which begs the question why she tried to leave her behind in the first place.

Sana is talking to a white about people being drained of their emotional energy. The white feather tries to justify it. Sana remembers what Ai said about Magius' plans not working and how they saw tons of witches and energy being drained. Why did you join Sana? Ai told you not to. We see that Sana was telling Felicia about all this. Felicia doesn't really care. Felicia doesn't have a family and isn't that mature to really understand what is going on. They ran into Kyoko who stole a bunch of grief seeds. They get chased and occasionally fight off some bears. I just want to point out again that Sana's chains have blades at the end of them. Kyoko gets tired of running so they jump onto a rail line far below.

They use this as an opportunity to check back in with Yachiyo. I guess it's daytime now. I think the bluray added color here. That is a lot of grief seeds. Almost wish this scene was cut.

Felicia sees the witches being farmed and freaks out because she still hates witches. Kyoko is kind of impressed that they would get grief seeds this way. She then tries to cheer up Felicia in her own way.

Back to Kuroe and Iroha who mostly just talk about what is going on or their lack of understanding of what is going on. We do get to see some other characters which is nice. Basically Touka exposit while the other characters react.

We are back with Felicia, Sana, and Kyoko. No one knows anything. Felicia wants to team up with Kyoko to beat up witches. Kyoko is not really interested. They get a warning that their next stop is Embryo Eve. The thing that has been talked about this whole episode. We see the feathers acting like a cult. Then Alina looking at her emblem after reading some manga. Mifuyu is looking at old photo of her friends. They finally arrive to see a giant witch, Embryo Eve. I think this is a creepy scene that could have been a cool reveal if they didn't talk about it the whole time. The bluray doesn't even try to hide it. We get a bad cut of Felicia attacking it. Bluray fixes it though. They then run into Mifuyu who is underage drinking. She also doesn't know what is going on. Though I feel like some of this stuff she should. Sana presses her. To distract them she mentions Iroha. Sana laments how they didn't know Iroha was in trouble.

[MR Game Spoiler] I can't remember if this is the manga Karin writes or just the one she likes to read. Either way this scene is a nod to Karin and Alina's relationship and possible hinting towards Alina's backstory.

Touka and Nemu decide to move Hotel Fendt Hope to the abandoned museum in Daito ward. There they begin calling witches from and even larger radius. I think the bluray makes the witches flooding the city look a bit better but I am not sure. Some feathers try to defect but they are captured and put in jail. Basically Salvation by force if necessary. Nemu tries to be a good conscience but Touka thinks that even the defectors can be useful and deserve salvation. Touka then states "They won't forgive anymore" which sounds really deranged. Iroha is even more resolved to meet with Touka and Nemu. They weren't like this before.

Now we get to the end of the episode. The rumor spreaders want to check Kuroe's emblem. I am sure some of the first timers feel a bit silly for not guessing that the black emblem meant you were marked as a traitor. It was funny reading the thoughts on what it meant. Why is Rena and Kuroe's black but not Kaede's? Oh maybe it is because it is one per use when you go through doors. Security shows up to stop them. Iroha's bravery inspires Kuroe. We finally get Kuroe's transformation scene. There are also a few Nagata cuts. Kuroe doppel and goes onto face the feathers. I think the doppel is cool but I feel a bit let down. Her scene in the last episode felt really intense but this just didn't have quite the same impact. I think Kuroe's pose looks a bit

more intimidating in the bluray but not sure. Maybe I could talk about what I think the meaning behind Kuroe's transformation sequence is.

ED plays

Long post credit scene. We see Walpurgisnacht's curtain. Oh hey it is Homura's room. Literal excerpts from Faust. Touka and Nemu are pleased that they managed to reel in the big one. Largest storm ever.

Overall I feel this episode could be split in two. One for Felicia and Sana to get them back in the action. The other for Iroha and Kuroe. Or maybe you just cut a lot of Kuroe and Iroha because it is kind of redundant except for the end. A lot of information dropped on us by the exciting speeches of Touka. I think a lot of the information could have been delivered in more clever ways.

OST Spotlight

I think Battle of Obsession played here I can't exactly remember when. I think when Felicia saw Embryo Eve that would make the most sense. It is a great track.

<https://www.youtube.com/watch?v=hTG5ZDVSqHs>

VA spotlight

None, cameos don't count.

Game spoiler

Again mostly original. Though I do think in-game this information is dropped in chapters 8 and 9.

[MR] What do you think about the differences in attitude between Kyoko and Felicia?

Kyoko tries to be a lone wolf that just happens to end up with others which she is also fine with. Felicia on the other hand wants to be with others but ends up alone due to her temper and immaturity. Kyoko is more mature and takes a utilitarian approach to situations. Felicia on the other hand is more emotional in her decision making. They both can be quite blunt. They both give off an attitude of being selfish but are more considerate than they let. However, it is for very different reasons.

[MR] How do you feel about moths? For the sake of this question, assume I'm asking about moths that don't have human mouths.

Outside they are fine. They look pretty cool and can be fun to watch. If they have human-like teeth though that is a deal breaker.

Dub 2023 - Rumor spreader is kind of fun this episode. Felicia and Kyoko are great. Nemu has also been good. Some of Felicia's lines about the witches were odd. Mifuyu's conversation also seemed a little different.

Season 2 Episode 6:

I will probably just copy some of my notes from before. Nevermind on copying the notes as they don't really apply when you look at the full series. This is such a messy episode. We open with Kuroe's fight. When I first watched this episode I thought that this was the part where Kuroe was going to die. Turns out Kuroe lives here. However the whole fight is largely off screened. After defeating all the feathers Kuroe just runs back into Fent Hope. After the opening, We then find ourselves with Sana, Mifuyu, and Felicia in the basement. I do like this conversation. Mifuyu says she will take care of Tsuruno. Yachiyo then runs into Madoka, Sayaka, and Homura. Sayaka and Yachiyo don't say much to each other. The group then heads towards Chelation Land. Yachiyo dashes Homura's hopes and dreams. We then cut to Iroha running up some stairs and she loses track of the little Kyubey. Mifuyu goes to rescue Tsuruno who transforms into her rumor version. Tsuruno blows Mifuyu away. Then Nemu rescues her by having Mifuyu drop through the floor. Alina gives Mifuyu a grief seed and says some stuff about not being fully with Magius. Iroha is running around the amusement park. Kyoko rescues her but it happens off screen mostly. The bluray has Kyoko drop a witch on some feathers. It is more clear but again still not good. We go back to Yachiyo driving the car and continue the train conversation. The truck gets hit causing it to flip. Homura time stops. Then the truck lands. It looks really bad. Oh right Shizuku showed up. The bluray makes the scene a bit more clear. A laser from one of the feathers hits the truck. Shizuku is just flying away. Scene still looks pretty bad but noticeably less so. Iroha then blasts the door with a connect from her and Kyoko. Yachiyo then drives them in. We then end the episode with Tsuruno and Holy Mami showing up.

~~First we open with Kuroe who has doppelged and engages on the feathers. I don't think I would have wasted too many resources on this scene but I certainly would have shown more. Even had the feathers commenting on how she was never this strong. I probably would not have had the Doppel figure stuff as they really don't have time for that. If this was a full 12 episode season than sure but with two episodes left in this season there isn't enough time to delve more in depth with Kuroe's backstory. Next I probably would have had Kuroe go out the door or make another hole. It was weird she went the opposite way. Then we play the intro. When we come back were with Drunk Mifuyu. Sana and Felicia are glad to hear Iroha is okay, but at the same time sad that they didn't know she was missing. They give Mifuyu a little pep talk. Mifuyu then enlists their help to save Tsuruno and stop Touka. Kyoko isn't interested so she leaves. Felicia yells something like, "You better not die out there" and then have Kyoko respond. Just something to build the twos relationship as well as add some much needed light-heartedness to the episode. Iroha is going up the stairs to head towards Nemu. Yachiyo is on the phone with Kanagi asking her to gather whatever girls she can get a hold of. Kanagi remarks that it is like the whole town~~

~~has gone mad. The OG cast then once again show up to help Yachiyo. They have the conversation on top of the train before heading to the hotel in a truck. Back with Iroha she runs into Tsuruno who is not looking well. Iroha asks her what is going on but doesn't get a response. Iroha refuses to fight Tsuruno so she just gets pushed around for a bit. Mifuyu, Felicia, and Sana show up. There is a little reunion. They find out that Iroha is trying to get to Nemu but she ran into Tsuruno who is acting strange. Mifuyu tells them to go on ahead to Nemu as she is the only one who knows what is going on and can stop Touka. So off Iroha, Felicia, and Sana go. Iroha makes it to Nemu and the two start their conversation however they planned to have that. We once again see Kanagi and our group of cameos fighting. Yachiyo has the conversation with the OG casts in the car. Then gives her phone to Homuru who she asks to call Kanagi. Yachiyo yells they are coming in hot and need a hole in the wall and some cover. Kanagi organizes such and the team punch through the feathers and get into chelation land. Kyoko who has been trying to flee greets them. We then end the episode with Mifuyu being blasted out of the hotel. Yachiyo and the OG gang go to her aid only to see Tsuruno and Holy Mami. End episode there. Post credit scene might have to be changed a bit considering what occurred though but I doubt would be that big of a change or deal.~~

~~Basically this would reduce the amount of fights that need to be animated. No Kyoko sniping feathers, no car flipping scene, no Iroha connect, no Mifuyu getting bodied. Each group of characters now have a direct goal they are heading to. Much less characters running around with no reason. Particularly Iroha as adorable as she was in the teacup it just wasn't needed. It keeps Sana and Felicia in the action. Shows that we didn't forget Kyoko was with them. We also reduce the amount of jumping around even if it is not by much. Kanagi gets a bit more screen time (sadly at the cost of poor Alina). Now you may be wondering why Iroha, Felicia, and Sana aren't at the Tsuruno fight. Well to be honest Tsuruno is hardly developed in the anime. She doesn't have much in the way of relationship with Iroha, Felicia, or Sana. Who does she have a potential bond with? Well Mifuyu and Yachiyo of course. Those two haven't overcome their differences. What better catalyst than working together to save an old friend? Not to mention the two of them both abandoned and lied to Tsuruno which gives us really nice potential for good character moments that would go great with the Holy Quintet as they rescue Mami. Also, Iroha has been heading towards Nemu since episode 4. It doesn't make sense for her to stop and backtrack. Character wise of course Iroha would stop and save Tsuruno but I feel having her do such hurts the plot progression a bit.~~

~~The big downside to this is we lose Iroha connecting with Kyoko. We also lose Kyoko dressed in a mascot costume. The biggest loss of course is the Alina scene. Alina seemed like a pretty big deal in Season 1 that just didn't get to do much. She has done even less this season so she certainly needed a scene dedicated to what is going on with her.~~

Overall easily the worst episode of all seasons. Too many characters going in too many directions without a clear reason or plan. Then you add the production issues on top of that.

Rewatcher Subbed 2023

Thought this was an interesting comment from the original airing of episode 5

“Finally it dawned on me what Mifuyu's (in this episode) and Yachiyo's deal are. They are grown women coping with the bad choices they made in their middle school years.”

The bluray helps a lot with this episode. Makes it intelligible at least. Still don't like this episode. Too many characters moving in too many directions. I remember being so frustrated with this episode that I wrote a fanfic based on how I would have done things.

Anyway we open this episode with Kuroe fighting off the feathers. It is lacking in both versions. Then this girl with a costume a bit like Iroha's shows up and tells Kuroe that only her past self knows herself and “the rails of fate run from your past.” Kuroe wins the fight. She sees all the girls she knocked out. Then the white outfit ghost girl grabs her and asks did you forget me. Kuroe runs back into the building.

OP Plays.

Back with Mifuyu, Felicia, and Sana. They have a chat about fate. Mifuyu laments if she knew how things would turn out she never would have done any of this in the first place. Mifuyu are you talking Magius or becoming a magical girl? Feels like this could apply to either. Sana has to remind her it is never too late. You may not be able to change how things go but you can at least spend time with the people you care about. Felicia agrees The song here is kind of pleasant. Mifuyu wishes she could do that as well. Felicia says she can and Sana invites her to come home with them. We see a photo of the old team but Tsuruno is weirdly absent. Kanae then comforts Mifuyu. Mug shot. Lol Yachiyo's off on her own and Mel, Mifuyu, and Kanae are in the shadow, Momoko is half in the shadow. Felicia then asks about Tsuruno. Mifuyu says she will take care of Tsuruno.

[MR Anime spoiler]DAMNIT SHAFT, stop with the foreshadowing. Between hinting at Kuroe's demise and then hinting at Mifuyu's demise not to mention Touka and Nemu's it is a bit much to take. Then you have Tsuruno not being in the photo which obviously relates to how she is Uwasa now. Which is a bit hint at to what has happened with Ui.

We then cut to Iroha running up stairs. Her sister calls out to her and then little Kyubey disappears. Iroha resolves herself to save Touka and Nemu. She opens a door and winds up at the amusement park. How did she get here? We then see a bunch of witches and a ton of cameos. Phone voice hype.

Madoka saves Yachiyo from a familiar. They exchange greetings. Yachiyo fills them in on a train. Homura asks if Magius can really prevent becoming a Witch. Yachiyo deflects and says it is a trick by girls avoiding their fate. Homura is pretty down about it. I guess even the good side

will omit facts when convenient. Iroha calls but she hasn't charged her phone in quite some time. Madoka suggests they stick together as they are going to the same place. Homura's statement about Mami here seems a bit out of place.

Random fire. Well in the blue ray they use a laser to take out a bunch of witches at once. TV airing it is just some reused footage. Mifuyu then goes to rescue Tsuruno. Touka lectures her about thinking too much. Touka has the worst lines. Mifuyu then makes some shadow clones and tries to teleport Tsuruno, but Tsuruno doesn't want to go. Instead she transforms and breaks the teleportation. The TV version doesn't even have a scene of Mifuyu falling through the floor. I bet they really thought that wasn't needed and people would just figure it out. We did but still. Nemu wants to go to the amusement park before she dies. Alina gives Mifuyu a grief seed before peacing out because she never cared about saving magical girls to begin with.

Oh look, another scuffed scene. Wow Kyoka is zoomed out in the TV version. OH MY GOODNESS SHAFT more stuff happens off screen than on. If you aren't watching the bluray Kyoko assists Iroha by dropping a witch on the black feathers.

More talk about Walpurgisnacht. Is it just me or does the tero bozo look like the mascot Momoko's team likes? Battle of Obsession, are you referring to Yachiyo and Magius? Yachiyo drives the Mitakihara girls right into the enemy base in a truck with the connect symbol. Yachiyo, did you steal Mitama's car? We also get to see Moemura fight Walpurgisnacht like how Coolmura does. Neat little scene and introspective for Homura. Madoka says some uplifting things about how it is all worth it in the end. Yachiyo is like not a bad deal.

Iroha chats with Kyoko and we see some hidden messages about Hypocrite girls and What was your wish worth it Remember your wish and sins. Kyoko gives Iroha her feather outfit and takes the mascot costume for herself.

Okay now back to Yachiyo for the real bad truck scene. I like how Homura and Yachiyo's mouth flaps move but they don't say anything. Fixed in bluray less mouth flap movement and just Homura and Yachiyo making cute sounds. Then a cameo flies at them. Still image as we hear sounds in the background. Homura yells "look out" and time stops. What caused the car to flip? In case you're wondering cameo girl goes to attack them but Sayaka jumps out and blocks her hence the clank. Even in the bluray it doesn't look the best. Yachiyo looks in her rear view mirror distracting her which leads to them being hit by a laser and flipping the truck. They are still unable to get in and there is a big battle going on.

They reach out to Iroha who offers to open the gate for them. Iroha tries to use her feather disguise to fool them. However it doesn't work. I guess word of Iroha must have spread fast. They then attack Iroha. Sigh Shaft what is going on. I like Iroha and Kyoko's conversation. Iroha is using Kyoko's logic but in a way to encourage teamwork rather than selfishness. The two connect and they blast open the gate allowing Yachiyo and team in. Touka is pretty upset but Nemu seems surprised. Kyoko and Iroha high five. They then all greet each other. Iroha has a bit of existential crisis as she sees another Pink haired protagonist. They don't have time to

celebrate because Mami and Tsuruno are here, as rumors. We also get to hear the Uwasa song again. Is it just me or does it seem like the characters can hear the song?

ED plays.

Post credit scene. Hard to tell who is talking but I think Nemu is asking for Tsuruno's opinion on what they are doing. Tsuruno then breaks. While Nemu states her opinion. I think the subs might have been cut off in the TV version I am not sure. Then we get these flashing dots must be some kind of symbolism.

As stated the bluray fixes a lot of the issues but I still don't think it is a good episode. There are some good scenes and interactions in isolation such as Mifuyu and Alina, Mifuyu, Sana, and Felica, Iroha and Kyoko, and Yachiyo and Homura but how the episode gets from one to the next is less than ideal to me. Also tons of Cameos this episode.

OST Spotlight

VA spotlight

Phone Voice is played by oh wait Cameos don't count.

Game Spoiler

As you may have guessed nothing that really lines up with the Game here.

QOTD 1[MR]: What do you make of the leadership of the Magius? What's your current impressions of Touka, Nemu, and Alina?

Alina is definitely up to something. Touka has become a full dictator. Nemu is trying to reign Touka in but is doing a terrible job.

Largely fine. Iroha pep talk with Kyoko was a little different. The nemu and Tsuruno post credit is funny. VA killed those broken "La".

Season 2 Episode 7:

So we start this episode with the reveal that ended last episode. Tsuruno and Mami show up and immediately go on the attack. Nemu scolds Touka for attacking other magical girls. Touka just says they have to become gods in order to save magical girls. Intro plays. We come back to the fight starting. Sayaka has Homura time stop. However it doesn't work. The whole theme park is a living rumor. It isn't clear if the witches in the sky are frozen the whole time or not. Sana and Felicia arrive to save the day. The group retreats. There a brief news report and Yachiyo

mentions they are running out of time. Yachiyo then says how she is glad to have them back. Felicia calls her out. Yachiyo doesn't understand so Felicia decides to leave. Felicia does mention how Yachiyo would have witched out without the doppel system. I found that curious as Yachiyo in some instances seems in the dark in season 1. Also has the doppel system really been up that long? Kyoko gives everyone a Chiro. Madoka and Iroha have a little chat. Kyoko then talks about fusing rumors with magical girls. This reminds Sana she got a letter from Mifuyu. Mifuyu goes to Mitama to then relay how to save Tsuruno back to Yachiyo. Mitama tells her backstory but Momoko is still able to convince her to switch sides. Oh yeah Kuroe still exists. Then we get the connect attempt. Yachiyo fails and Madoka stops Sayaka from failing as well. Credits play. Post credit scene is Tsuruno and Nemu talking.

Overall this was a nice rebound from the last episode. I still have some issues such as Mitama and Mifuyu delivering all the answers. The break up between the action scenes. The weird cut with Felicia leaving. However there are some good moments. Especially the second fight with Holy Mami and Rumor Tsuruno. The failed connect was also really brutal.

Rewatcher Subbed 2023

Episode opens with Mami and Tsuruno walking out. Nemu is upset that they are attacking other magical girls. Touka does a classic head tilt and mentions that have to become gods in order to save Magical girls.

[MR Anime Spoilers]So initially I thought this was a reference to the game where Touka's desire was to master the secrets of the universe. However, I think this is referring to what was mentioned in some of the supplementary materials. In order to realize their plan Touka and Nemu would have to fuse with Eve, creating a self containing perpetual energy machine. Becoming Eve and having all those powers would make them a god for magical girls.

OP plays

I guess Iroha didn't listen to Kyoko because she is still trying to get through to Tsuruno. Kyoko makes a comment which upsets Mami. Mami goes right into Trio Finale Holy Night which is just an obscene amount of guns. Homura tries to time stop but is unable to. So theories were initially some kind of rumor magic jamming. However, the bluray makes it clear that the timestop does work just that within chelation land it doesn't since everyone is connected to the rumor. Does that make things any better? Not really, but Homura has to get nerfed for the sake of the plot. Not entirely sure what the green text says. We then get the hilarious Tsuruno spin shot, which going by the bluray was intentional. Iroha and Yachiyo are about to be blasted but Sana and Felicia show up just in time. The two connect and Felicia makes a giant barrier which allows them the opportunity to regroup.

[MR Game spoilers]In the game Trio Finale Holy Night is Holy Mami's Magia. What is interesting is Anime version got her own unit. They just used cuts from this scene for her Magia so they would have to make unique game animations. People were not happy at such a lazily put together character even if she was Meta.

Time is no longer stopped. Also more references to Walpurgisnacht. Not sure what the circus room refers to. Yachiyo says how worried she was about them, but Felicia knows this is BS and calls her out. There are some weird cuts but the bluray makes it a bit smoother. Yachiyo states she will protect them and figure something out for herself. Not really all that convincing. Kyoko states do they really have time to be fighting. Yachiyo says she doesn't like lies. This could be a reference to Yachiyo's characters but I wonder if this is a reference to something in PMMM. Not sure what is up with the wax statues. Kyoko offers everyone churros. Yachiyo uses Kyoko's same line but Iroha wants a churro who wouldn't.

[MR Anime spoilers]I think this is just a challenge the anime is going to have. How do you reconcile things with Felicia? She wants witches gone but only one side is offering that. You can have Magius unable to make good on their word but that still doesn't resolve her issue. So really it seems best you can do is try to redirect Felicia's frustrations or somehow convince her to be on board with their fate.

Madoka and Iroha have a bit of chat about Mami and Tsuruno. Kyoko mentions that magius was fusing magical girls with rumors. We see some text in the background. Sana then remembers she got a letter from Mifuyu. It turns into a map. During the team meeting we see 5 pillars, I am not really sure what they are. One of them has text and it is more ornate. I think this just refers to the groups and the missing members. We learn that there is a beacon on the top of the Hotel drawing witches in. The paper turns into a bird and flies around. It is mifuyu explaining things. We get a shot of these ribbons. Yellow, Purple, Light blue, Green, Pink, and Dark Blue. Feels like it refers to one of the groups but the colors are just slightly off. Yachiyo doesn't really trusts Mifuyu but she says she wants to help.

Mifuyu has gone to see Mitama. Momoka and Mitama are talking about how to rescue the doppel syndrome girls. Mifuyu cuts in to ask about Tsuruno. Mitama pretends that her neutrality protects that information. Momoka reveals that she cares about Tsuruno and feels bad she is in trouble. Momoko is in the light during this shot while Mitama is constantly in the dark. Mitama states they don't know anything about her. Momoko breaks down because she feels as though she never really knew anyone. She always kept herself guarded to keep from being hurt.

[MR Anime Spoiler]We saw Mitama's wish in S1 which lead to discussions about whether or not she is lying or if her character was changed. I wonder if in the dark framing and her annoyed faces could be the clues that she is lying?

[MR Anime Spoilers]So we finally see the core of Momoko's character. She has been too passive and too quick to turn her eyes on what is going on.

Mitama then talks about her wish as a magical girl. We see a stylized Mifuyu fighting witches. Mitama mentions that due to her wish she can't fight witches and would transform instantly. So instead Mitama does coordinations but it isn't all sunshine and roses. A lot of girls have twisted thoughts and some even transform right in front of her. I like how the cloth refers to her burden and how she covers herself to avoid the trauma. Momoko then makes a confession. Mitama is

finally in the light and offers her assistance. In order to save Tsuruno they have to connect with Tsuruno by matching their image of her with the real version.

[MR Game spoilers]So Mitama's speech is the opposite of what is in the game. In the game the soul gems of magical girls inspire her instead.

Short little scene with Kuroe. She is being chased and trying to get away. That girl her doppel has presented hasn't been helpful. Sayaka definitely doesn't understand Mami still. FIGHT TIME. I actually really like a lot of aspects in this fight. Also it isn't too hard to follow. Interesting that in S1 Yachiyo had trouble with the guns but she seems much more capable this time. The train cut is my favorite part. Looks really good in the bluray. WOMBO COMBO. Now both girls are trapped. Sana's shields are pretty overpowered. Connect fails. Random jumping Sayaka sakuga. Tsuruno is all messed up from that attack. I like how the bones crack as they try to go back into place.

ED plays.

No post credit scene.

Overall I do like this episode. I like Mitama's little speech and Felicia conflict with Yachiyo. I like the fight. The episode is definitely an improvement over 6 but still needed some work. My main issue is that the heroes get everything handed to them. It just feels too convenient. Also means that most of the runtime is just characters talking. I do like the team up attack though.

[MR] What do you think about Yakumo changing her mind?

It feels a bit abrupt but I do feel it was hinted at the Mitama was a bit conflicted about the things that were happening.

OST Spotlight

VA Spotlight

Still none. Not even cameo voices this time.

Game Spoiler

So these two fights do exists in the game

[MR Game Spoilers]However they are completely separate fights. Yachiyo solos Mami. As interesting as it is to see Yachiyo and Mami relate to each other, I was annoyed that Holy Quintet didn't play a part in it. There was even some buildup to their involvement that just didn't go anywhere. So as far as the Rumor Tsuruno fight goes, Mifuyu covers for them to allow

Yachiyo and Iroha to enter Chelation Land. Their strategy is to try to get through to her by putting their feelings into their attack. It is pretty much the same idea as used in the anime. Basically they just beat up Tsuruno for a bit.

Dub 2023 - I am not sure how I feel about Kyoko's word choice. It weirdly works I guess. Mitama probably had her best episode. Momoko was pretty good. Especially her little speech. There were some weak moments though. Felicia was pretty good even if the dialogue was a little weird.

Season 2 Episode 8:

Tsuruno starts to recover from being absolutely decimated by the connect. The bone cracking is kind of gross. Everyone then asks and states did we fail. Mami is all you didn't fail because I will save you. They try to retreat but some Uwasa show up to stop them. Touka is mad that they harmed her creation. Nemu is all confused about what is going on. Tsuruno then goes to attack. Opening then plays. When we come back Yachiyo winds up at a play. Tsuruno then goes over her past with the old team as well her thoughts with the new team. Basically she couldn't help them fight the witch. This led to Mel witching out. Everyone then just told Tsuruno that Mel just died and that there was nothing they could have done. The group falls apart and Yachiyo puts the burden of protecting the area on Tsuruno while the group falls apart. Tsuruno then finds out the truth from Magius and basically gives up. Iroha tries to convince Tsuruno it isn't true and Yachiyo blames herself. They finally get kicked out. In which we see they failed a second connect even though they weren't trying to. Felicia shows up to save the day. Yachiyo comes to a realization about Tsuruno. Felicia and Sana tie down Tsuruno again for Yachiyo and Iroha to connect with her. There is a nice little symbolic moment with everyone hugging Tsuruno at banbanzai. Sayaka and Madoka then follow their lead to save Mami. After Mami is saved, Iroha and Madoka blast the Hotel. With the hotel defeated the two groups have a moment. Yachiyo apologizes to Tsuruno and Felicia. I don't think Yachiyo really fixed Felicia's concerns though. Momoko and Mitama join in but only from the shadows. Walpurgis is now being redirected back to Mitakihara which means the old cast have to go back. The groups then say their goodbyes. I really like the goodbye scene. Then Kuroe shows up but she can't be a character so who cares. Then the group rushes into Fent Hope but only Iroha is allowed in. Touka is mad but Nemu tells her to cut it out. With that memories explode out of little Kyubey.

Overall it is a bit anticlimactic for a final episode of a season. The play portion is nice. The fights afterward just don't feel all that impactful. They do look nice at times. They also look janky in parts as well. I do think the moment at banbanzai and Mel waving goodbye was kind of touching. I also liked Mifuyu and Momoko showing up to help even if they didn't do anything. They even added a Momoko bad timing joke. I also like the parting ways scene; it showcases the characters pretty well. Kuroe just kind of shows up. The ending reveal with Nemu doesn't seem all that impactful. I guess figuring out Ui is little Kyubey isn't that hard. This just makes it a bit too obvious. Also I believe you can see Ui in the memories that show up. I don't mind that the

memories are screenshots from the game. I can see how it can be viewed as lazy but it didn't bother me.

Rewatcher Subbed 2023

Finally we can talk more about Tsuruno. Honestly out of the main characters I feel Tsuruno is utilized the worst which is impressive since Sana shows up late in S1 and does barely anything in S2. She does next to nothing in S1 missing quite a few key moments that would have expanded her character. Then she does very little in S2 but is a major component in the finale. We are suddenly supposed to care about her problems when she has done more off screen than on?

One of the first timers asked if we really saw any hints about Tsuruno in S1. I mentioned the phone call which I think was done really well. There is also convincing Yachiyo to not leave in the same episode. We also see her cling to Yachiyo in Episode 11. I did forget one big one though. The failed connect with Iroha back in episode 4. Tsuruno was clearly hurt by that but shrugged it off saying she is fine.

[Tsuruno fun facts]Tsuruno is 17 years old. She is one of the older magical girls we have seen. She is older than Momoko. She has perfect attendance at school and is actually pretty smart. Her wish was to win the lottery in order to help Banbanzai. Sadly her mom and grandma took most of the money to go on a worldwide cruise and likely never come back. So it has just been her and her dad for a few years. I always felt that Tsuruno's put up her genki persona so as to not burden her dad. Oh she also has an older sister who I believe lives abroad.

Anyway onto the episode, we are back where we left off. Tsuruno is doing her best impression of a pretzel with broken connect symbols around her. Mami just smacking her little cage with her ribbons. They try to retreat but bear Uwasa show up to block. Touka throws a little tantrum. We see Eve and then little kyubey. Iroha suggests they connect again. Yachiyo disagrees and asks if Iroha has ever heard the definition of Insanity. Tsuruno starts to fall apart again while blasting them with green energy. The bluray makes it clear Rumor Tsuruno is doing her own failed connect attack.

OP Plays

After the OP we get this brief clip of a film reel burning up showing Magius and Mikazuki Villa. Probably just refers to Tsuruno. Did the subs mistranslate the text or am I supposed to know what Saikyo Mahosyojo is? We get a little play with Yachiyo and Tsuruno as the main characters. I feel like this is a bit of a callback to Yachiyo's scene in S1. I like how Iroha is sitting in the green Mikazuki Villa chair. I wonder if the weird stage setup means anything. Like Iroha is not even facing the right way at first. So Yachiyo first presents her side. How she didn't know Tsuruno because she never tried.

Then the star herself shows up to tell her side. Tsuruno recaps her side of the story of Mel. I like how Tsuruno runs from the light to the shadow. I also like that Mel is sitting next to Iroha in her own villa chair. In the bluray the guests are a bunch of British Businessmen which amuses me. So we learn that they told Tsuruno that Mel died and not that she turned into a Witch. They try to comfort Tsuruno who blames herself but this just causes Tsuruno to feel abandoned. I like how Tsuruno is fire and Yachiyo is water yet both their spotlights give a feeling of despair. Then Mifuyu goes missing and Tsuruno really does feel abandoned. Then Yachiyo and Momoko abandon her. I like the symbolism with the chairs. They would get progressively more messed up as the group fell apart.

So now we see Tsuruno trying her best to stay strong while also struggling underneath. Despite being abandoned she worked hard to not burden anyone. Here being the one to kill Mel's witch always gets me. The dead Tsuruno's reminds me of that Re: Zero OP. She finally meets Iroha and sees a hope to reconnect, it is a dream come true. Then Magius shows up and ruins it all by showing Tsuruno what really happened. The truth is just too much for Tsuruno who already blamed herself for Mel's death. Looks like Yachiyo is struggling as well until Iroha snaps her out.

[MR Game spoilers]Tsuruno's ability from her wish is Good Luck. So I always took the line "it is just bad luck" to be a reference to that while making this scene sting a bit more.

Fun Fact: Shaft tried to be clever with the audio track this episode. I believe some Japanese airings had missing audio for whenever Tsuruno spoke. For those in the west this meant that Tsuruno's lines weren't translated thus subtitles were missing. It was fixed a few days after airing.

Yachiyo and Iroha fall over and are now staring down a fight with Tsuruno. Yachiyo just kind work up the motivation to engage Rumor Tsuruno. Luckily Felicia returns to protect them. Felicia then gives Yachiyo and Tsuruno a pep talk. The flags are red and blue referring to Yachiyo and Tsuruno. I am aware that Tsuruno is Orange. Orange compliments Light Blue though so I think they are just stretching the colors in this instance. Iroha gives Yachiyo a pep talk now. I think the bluray improves the visuals here and drops a Night on the Galactic Railroad reference. Homura is blasting away but running out of bullets. Momoko and Mifuyu show up to help out.

[MR Game Spoiler]Momoko says right on time. Mifuyu disagrees that they are late. This is a recurring joke that Momoko has bad timing. Somehow the joke became real and Momoko started spooking people in the game.

Sana and Felicia are off fighting Tsuruno on their own. They connect and tie her up which gives Yachiyo and Iroha an opportunity to connect. Oh and it is time for the full version of Quiero Sulverte. I really like the scenes in Mikazuki villa. Mel waving goodbye is so sad. Then the part where everyone else rushes in is kind of touching. The connect shots looks really cool and I like Tsuruno falling and changing back. Yachiyo hugs Tsuruno as she cries. She just needed some help grieving.

Alright time for Holy Quintet now. Just as Mami's part of the track starts playing. Mami is determined to break free and save them. Sayaka and Madoka connect. Then Sayaka stabs Mami's soul gem, killing her once and for all. I see that couldn't resist a head joke in this. To make it even more obvious they added Bebe's labyrinth. All that is left now is the Pink haired protagonist to team up and take out the beacon. Which they do, in this really cool looking connect shot. With the Beacon broken, Phone Voice can finally say another line. Oh and the witches disperse. Best case scenario they go back to where they came from but I imagine all the witches are going to cause a havoc. In the bluray it seems to suggest Mami and Tsuruno were protecting the beacon and had a sort of barrier up.

Fun Fact: Anniversary for MR falls in late August and is Iroha's birthday. For this anniversary the unit you could pull for was a dual unit Iroha and Madoka. The anime was clearly meant to advertise this. However due to the late start and having to add in a recap episode the banner was over before this episode even aired.

The two groups then look after their respective Ally. Yachiyo apologizes to Tsuruno and Felicia. Then Yachiyo thanks Momoko and Mifuyu who are at first in the shadows. Oh crescent moon reflection. They all hold hands. If Pink shot isn't already chosen that will be my VOTD. Walpurgisnacht decided to change direction. They are going to head back to Mitakihara to deal with it. Homura is a bit upset about this. Kyoko has some words for Iroha. These two connected in such a short amount of time. OH I also really like the goodbye scene. I feel like you can gather a lot about the characters based on whether they bow or wave. Also kind of feels like passing the torch and paying respects kind of shot.

Oh right Kuroe is still a thing. She hid from some feathers and ended up at the same staircase as Iroha. She sees everyone and gets all excited but then her Doppel reminds her that she is an anime original character. I think Hanazawa does a good job with the scene.

We end the episode with Iroha getting into the chapel to meet with Nemu and Touka. No one else is allowed in. Touka is all mad that she ruined their plans. She tries to attack Iroha but Nemu stops her. Nemu then apologizes and says she will explain everything.

ED Plays it is lapis but with no visuals again.

[MR headcannon]My Theory is that, when this episode was going to be part of a full season rather than having to be its own finale, it was supposed to end with the Kuroe scene. Then Senko would play. We don't hear the full Senko at all, however the song is part of the soundtrack for these episodes.

Overall I like this episode. I like how Tsuruno's side of the story is portrayed. I do think once again things are a bit too convenient. Also I will always stand by the opinion that Felicia should have been the one to connect with Tsuruno instead. I just felt those two had a better understanding of each other and would have really played with the prodigal son feeling they were going for. I also don't like how Mami does nothing the whole time. There were a lot of touching moments but I don't feel they really addressed what Mami and Tsuruno had done. I

know we have had brainwashing complaints and I do feel like Mami and Tsuruno willingly chose to fuse with the rumors. However, I understand that it seems like they lost their agency and aren't being held accountable for their actions. Some of the action shots looked cool. Overall though I felt they were a bit disappointing with some scuffed moments. Probably the best episode of the back half but that isn't really high praise.

VOTD I am going to go with Tsuruno holding hands with Yachiyo and Mifuyu. Hopefully someone chooses the Madoka and Iroha connect. After that would be the Sayaka shot. Then the Mel waving goodbye in the background. If somehow all of those are already used then the two teams waving goodbye. If all of those were picked then I am not sure.

Ost Spotlight

Quiero Sulverte - We finally get to hear the full version of the song. Do the segments of it make more sense now? My favorite moment for this song is the Kuroe scene but that isn't the full version. I remember looking forward to the battle song and remix of Credens Justitiam. I was surprised when it didn't turn up in that Volume. I was surprised to find when the last volume was released that it was all one song.

<https://youtu.be/Vg9vg9PD-3A>

VA Spotlight

No one new still. Phone Girl had a line though.

ED Spotlight

I will probably talk about it again.

We open with going through a train tunnel. Obviously trains have had a big thematic presence in this show. Going through a tunnel may refer to their journey. Once outside the tunnel we see a blue butterfly. Butterflies represent hope. A blue one in particular seems to mean change. The flower that the butterfly is resting on is called an Angel Trumpet which means rebirth. Note that all the girls are wearing white. Iroha is praying then we cut to Yachiyo in a field of blue flowers. Sadly I don't recognize them. Then back to Iroha who has a butterfly resting on her finger.

Yachiyo is laying in some red flowers. The color is a bit darker. This represents their innocence. We see Sana and Ai embracing in a pool. Felicia tries to capture the butterfly and is engulfed in flames. I think this may be in reference to her house burning down. Tsuruno and

rumor Tsuruno are in the water holding hands. Back to Yachiyo who at first standing on water looking at the stars. Then she is on the crosswalk with an umbrella while others pass. A pink Butterfly flies by and she drops her umbrella and chases after it. I believe this is referring to her wish with all the other girls walking in the opposite direction. Then her chasing the butterfly refers to chasing Iroha. She grabs it but it falls apart kind of like what happened with Felicia. We see her soul gem. All this is through the perspective of her eye. The doppel maks falls off and crashes on the ground.

Yachiyo is once again on the water now Iroha is running towards her. Yachiyo starts drowning but Iroha jumps after her. You could read this as Iroha rescuing her or that both of them are drowning together. Implying that both are struggling with their fates We see what looks to be Ui looking out a window. Maybe this is the hospital room. The flowers catch on fire. We see Yachiyo's feet wading in a pond of flowers. Maybe these are forget me nots or Morning Glory both seem fitting but I am not sure. Once again the tree with the angel trumpets but it is sitting on a chair. Definite symbolism but I am not sure what it refers to.

We then see Yachiyo despairing but in a stylized manner similar to how doppels are represented. Iroha reaches out to grab probably Yachiyo. She is on steps and starts climbing up them. Iroha runs up some steps as they vanish after her. She is grabbed by hands which I always thought referred to her Doppel Giovanna dragging her under and covering her eyes.

Then we see Tsuruno holding Felicia's hand as they run through a field of flowers. Obviously referring to those two's interactions and friendship. Felicia throws up some flowers while Sana and Tsuruno look towards something. They are waving towards Iroha who is on the other side, representing how they joined Magius and are separated but still care about Iroha. Iroha turns and sees Yachiyo who has now joined her. I think this is alluding to the fact that Yachiyo comes to care about the other girls as well.

Yachiyo looks longingly at Iroha and they hold hands. Definitely getting some Yuri vibes. The blue butterfly flies past them. Then we see all the girls laying together. The girls facing down, Sana and Tsuruno, could be a reference to how they both have Rumor forms. The blue butterfly once again lands on Iroha's finger as Iroha closes her eyes. So that is the ED. Tons of symbolism and references to the various characters. I also think like the first season the ED and OP go together. The OP is Iroha's ideal, save the day and get all your friends. The ED on the other hand is the reality. Everyone is struggling but at the end, they have each other.

Game Spoilers

[MR Game Spoiler]After the first attack doesn't work Yachiyo and Iroha try to figure out what went wrong. Yachiyo remember that Tsuruno looked weird one time they went to an amusement park after Mel's death I think. Tsuruno was calm and at peace like her troubles had melted away. Also earlier in the chapter they met with Mr. Yui and he talked about the last time he saw Tsuruno which gives them another hit. Then I believe that Felicia and Sana are able to get into

chelation land and they all attack with their feelings again to save Tsuruno. Touka is all mad but Nemu shows up to warn them to stay out of their way or they won't hold back next time.

Dub 2023 - Tsuruno did pretty well with the emotional parts. Also I like the line at the end "I don't need to be strong to beat these guys." Once again dub makes things more straight forward so we know that Tsuruno connected with them to trap them in her play. I feel like Iroha kind of struggled with the emotional parts. Felicia was great. Touka's dialogue is equally strange and funny. Quintet was alright.

Overall Season 2 Thoughts:

https://www.reddit.com/r/magiarecord/comments/pvenbb/anime_s2_episode_8_discussion/

I feel this season gets off to a really great start. Episode 1 looks great and does a good job getting the Madoka cast into the action in a natural way. Episode 2 expands the lore and Yachiyo's character. Then ends with a big confrontation. Episode 3 explores how Iroha thinks and feels about everything that is going on. Episode 4 expands the lore further and brings about the conflict over ideals between Magius and Iroha. Then the quality starts to take a noticeable dip in episode 5 onwards. I think episodes 7 and 8 are decent enough but they have a lot of room to improve. In my opinion episode 6 is a complete disaster. I really like this season still largely thanks to the great first half and the decent enough conclusion. I do wish it was a bit more even in production, visuals, direction, and writing though.

Magia Record Anime Season 3

Season 3 Episode 1:

Nemu uses Kyubey to convey what actually went down in the past. The 4 of them would play in the hospital. Each of them looked forward to when Iroha would stop by. Kyubey contacts Iroha but Iroha just brushes him aside. A wish sounds like a fairytale. Then Ui's health takes a turn for the worst so Iroha does end up making a wish. However the wish then leads to Iroha not being around as much and when she does visit she is always tired. On the next visit Iroha senses a witch and rushes off. The trio follow her and see the witch beating up their big sister. Never the one to miss an opportunity, Kyubey shows up and offers the three a contract. Iroha uses her cape as a distraction to allow her to land a killing blow on the witch. The trio then decide to look into what is going on. I think Touka references the original series when she says if only there

was a way to wish for no more witches. While they are doing that Alina kicks a vending machine. The three of them form a hypothesis, well not Ui because she isn't as smart as them. Then they go off to ask Kyubey some questions. He dodges them but the questions were designed to trap him in the first place. Nemu then explains to Ui that Iroha is going to become a witch. Ui is not happy about that so they begin the plan to save Iroha from her fate. They each make their wishes to Kyubey. Ui to collect, Nemu to transform, and Nemu to manifest. Basically they take Kyubey's power and work to devise their own system. The plan seems to work at first as well. Sadly Ui can't control her power and the impurities are too much for her. Touka and Nemu can't keep up with her. Lucky for them Alina is fighting other Kyubeys and puts up a barrier around the hospital. Nemu then puts Ui's soul in the empty Kyubey vessel. Everyone forgets about Ui except Nemu. Alina joins magius. Ui pleads with them to save her sister but Touka hears that she should save magical girls. Nemu is sad because Touka thinks they succeeded but they failed.

Overall: I really like this episode. It reveals a lot of information but in a natural way. Each scene seems artistic and impactful. There are several references to the original series. Ui telling Iroha about her recovery "Miracles do exist." Touka mentions if only they could wish away the witches. My only issue is that Alina doesn't quite feel like herself. Also her putting up a barrier around the hospital wasn't conveyed all that well. The saving of Ui's soul and Ui disappearing from existence may be a bit confusing as well.

Rewatcher Subbed 2023

Today's challenge: Find the exact moment Ui realized Kyubey tricked her sister.

So some people mentioned not understanding how Doppel, Soul Gems, and the Labryinth worked. I wanted to point out that I always thought it was similar to what was shown in Rebellion. Your Gem just keeps getting darker while inside. However, I was worried someone would point out that Homura was stuck in a barrier. Well now we know Kamihama was in a barrier this whole time as well.

So we open the episode with Nemu reading a story to the girls in the hospital. We also see that Alina was there. She is making some grotesque sculpture in the lobby which I would imagine is against hospital policy. A lot of 4 bird shots in this episode. Pay attention to the direction that they fly. They obviously refer to the hospital group. In the hospital Ui is doing some scrapbooking. Touka asks if the past matters that much. Ui responds that losing anything would be unacceptable. Oh look, it is Kyubey. So things were going pretty great then everything changed with Kyubey contacted Iroha.

Ui mentions that she wants to go to an amusement park when they get out but the one in Daito was closed. So the girls create a rumor of a new one called chelation land. They make the other rumors. Then Iroha shows up and asks what is going on. They mention that if they spread their rumors all over then Iroha won't forget them when they die. Iroha then makes her rumor. The

rumor of the Eternal Sakura. Remember she said it seemed familiar when she was in it. They promise to always be together.

I like Iroha doesn't see a reason to contract at first but Kyubey keeps persisting. Possibly a callback to PMMM. The Ui takes a turn for the worst. Kyubey was probably poisoning her. The doctors don't seem all that hopeful. Also my VOTD will be the sad family. We then see some of Iroha's memories, which Nemu wouldn't have known about but okay they are cute shots. Just like we saw in Episodes 1 and 2 Iroha makes her wish to cure Ui. Ui gets miraculously better but at the expense of Iroha. They are all wondering what is going on with Iroha. Ui is feeling pretty bad.

Iroha does finally show up but she has to leave early so the girls follow her. That is where they stumbled onto the Witch's labyrinth. Iroha is getting absolutely destroyed by the witch. Kyubey shows up to offer a contract to them in order to save Iroha. Luckily Iroha comes up with a clever ruse and gambles everything on it, giving her the win. I think this is well done. We see Iroha is pretty weak in S1 so it wouldn't make sense for her to beat this witch easily when she hasn't developed, however we still have to give her the win in a way that makes sense. The trio ask what is going on and Kyubey answers them. The girls then decide to find out what is going on to save Iroha. I like the window drawing of Kyubey and how the droplets make it look creepy at the end.

The true hero of Magia Record, DATA SCIENCE. Analytics for the win. They check out tons of books. Touka looks up mysterious deaths and disappearances in the city. They use that information to piece together that magical girls become witches. They decide to check with the source to confirm their suspicions. So they rapid fire some questions for Kyubey and naturally he dodges them. However, how he dodges them and what isn't said confirms Touka and Nemu's suspicions. Oh we also get to see Alina's art on the rooftop. She must have been a real pain for the nurses. Also the artwork is surprisingly relevant. Lastly, I want to point out that Kyubey is above them on a single lamp.

Alina kicks the vending machine out of frustration. Then overhears the girl talking about what they have learned and their plans. We see a calendar again but this time it is a new month. Seems to be the same season though. Then we get one of the best scenes. Alina captures Kyubey in one of her cubes and asks if they have been tricked. Kyubey pretends to not know what she is talking about then gives a "OH that" before being stomped to death. While that is going on the trio make their wish. Their wish being to become Kyubey. Alina creates a barrier to prevent Kyubey from leaving or more from entering not sure. Then there is a transformation for all three. Initially the plan goes well but it seems that Ui is collecting too many impurities and can't control it like Touka and Nemu. Poor little Kyubey.

Ui starts transforming into a witch but it is a bit different because it wasn't just her soul gem collecting impurities. Touka and Nemu try to save her but they can't keep up. Alina assist with a barrier. Touka pulls out Ui's soul and then Nemu puts it into little Kyubey. With that everyone forgets about Ui because her entire existence has been transformed into something else. I like

how Ui's leftover body is a giant moth and it is sitting in front of a lamp. Well Touka thinks they have succeeded and Alina congratulates them. Nemu hear "Save Ui" and Touka hears "Save Magical Girls." Nemu realizes that only she remembers Ui as Touka attacks the little kyubey. Little Kyubey is forced to flee. Nemu tries to gather the resolve to carry out Ui's last wish "Save her sister."

Alina expands her barrier around the entire city and Nemu sends out Rumors. We see the birds again this time all going separate directions. Nemu monologues for a bit.

ED plays still Lapis

No post credit scene.

Overall I really like this episode. To me it was exciting to see them piece everything together and then have their plan go horribly wrong.

OST spotlight

VA Spotlight
Still no new VAs

Game Spoilers

Actually this kind of plays out a bit like it does in the game surprisingly enough

[MR Game Spoilers]The trio stumbles into a witches labyrinth and are saved by Iroha but Iroha doesn't know they were there. They then wonder what is going on. Touka's uncle was researching magical girls so on a trip home she starts reading his works. She then hatches a plan to catch Kyubey and hack into him. Kyubey is caught but he fries all her equipment stating that it was better this way as there was no way her computers could handle all his information. He then agrees to let her ask questions. As expected he basically gives half truths. Sadly Touka kind of misunderstands a few key details when she realys things to Ui and Nemu. Nemu pieces together what Touka is getting at but Ui is kind of lost. They then make their wishes and Ui instantly becomes a Witch. Alina is alerted and she puts up a barrier. Once again Ui is placed into little Kyubey though with less finger carnage. Once Ui is no more, Touka and Nemu forget about her. Instead Alina takes the place of Ui in there little trio. Maybe someone can better explain it but that part always confused me. Alina just kind of accepts this and inserts herself in the group. Everyone forgets Ui and Iroha.

[MR] How would you rate the wishes made by Touka, Nemu and Ui? Would you have made any changes?

Pretty good. Maybe not as good as a certain other Magical girl spinoff character. I think the main flaw is that they underestimated the amount of impurities that Kamihama would have. They also underestimated their aptitude with said abilities. I have seen some suggestions that they should have chosen who had what more carefully.

[MR] Have you ever outwitted a rule system?

A local restaurant gave a student discount. So I kept my student ID badge for college years just to reap this benefit. Also on Birthdays I sometimes get the freebies in the morning and evening.

[MR] Fanfic/headcanon time: Why was Alina Gray in the hospital and how was she faring in life before becoming a magical girl?

[MR Game Spoiler]After everyone judges her art she goes off to kill herself. However, Kyubey has been bothering her for some time about making a wish. So with her dying words she basically wishes to be left alone. I believe we even see her wish in episode 1. Well becoming a magical girl means her suicide fails and she wakes up in a hospital. Luckily the nature of her wish gives her the ability to create pocket dimensions and barriers which is a pretty overpowered ability. Sure it is no timestop, reality bending, or creating anything but it is still definitely up there as far as abilities go. As far as what I can imagine as fanfic or headcannon that is hard to say as I really like Alina's Magical Girl Side Story. It paints an interesting picture of her character that sadly the main story largely ignores. It is a real shame that they couldn't work at least part of it into the show.

Season 3 Episode 2:

So we start off with Mikazuki villa trying to destroy the Tree rumor in order to get into the cathedral to help Iroha. We then go back to Iroha and Touka who are now having a moment thanks to the memories being restored. Touka and Nemu talk about why it took so long to reveal all this. Nemu says she was worried Touka would give up. If they gave up, the Ui sacrifice would be for nothing. So they decide to continue on. Iroha is then put into some holding within little Kyubey. Eve waking up causes everyone's doppel to go crazy. Yachiyo goes on ahead to stop Magius. Mifuyu uses her illusion power to contain the doppels. Then momoko helps out. They rescue everyone. There are some moments in this soul gem world with Rena and Mitama. Then once their soul gem breaks.

Overall: I am largely okay with this episode. Touka deciding to continue on even after learning the truth is pretty nice. I am fine with the whole Mifuyu saving everyone. Momoko's bit is a little weird especially considering she hardly did anything most of the series. I know a lot of people felt this came out of nowhere, I guess it helps that I had something similar happen in a fanfic I wrote.

Rewatcher Subbed 2023

So the start of the episode is the team fighting the bear rumors. If you had good subs then this was in Yachiyo's rumor files back in S2 EP2. Nothing seems to be working on the bears though. Just then the Amate twins show up to stop them. Looks to be five pillars around the bear however I don't think the colors correspond to anything this time. Mifuyu apologizes and we see that she has a traitor emblem herself now.

OP plays. All of Mikazuki Villa is on the rock now and train. Not sure if there are other trains. Actually I wonder if this update was only in the Bluray. Yep looks to be bluray change. TV airing can't even get an updated OP.

After the OP Touka regains her memories and embraces Iroha. They have a bit of a moment. Nemu ruins it by mentioning she wasn't planning on telling Touka and that Touka did awful things. Then Touka flips out because she realizes she tried to kill Iroha. At this point who hasn't tried to kill Iroha. Nemu explains how Touka's views became warped after the incident. As you guessed it, Magical Girl Twitter was the cause. I feel like this part is a callback maybe to Ai but I feel like something else as well. Also I wonder if they were suggesting that Touka's convert changed their fear into her anger which is why she became Magical Girl Dictator. We also learn that Nemu was responsible for the Ui dreams that got magical girls to come to Kamihama. More weak magical girls can't take center stage. I like the imagery of the Black and White feathers falling while Touka gives her lines. I wonder if they are going with falling angels symbolism.

Iroha says it is alright now. That together they will fix things. Iroha states "It is the Future that matters." Touka asks Iroha to hold that thought. She wants to know why Nemu kept the truth from her. Nemu admits she wanted to see the plan through and was worried Touka would give up. Touka then slaps her which I find amusing. Nemu then asks Touka what she will do now. Touka states that nothing is really changed, they still need to save Iroha and make good on Ui's wish. Nemu says "Let's prove that Ui's soul existed." Touka states that they promised Ui they would see things through even if this isn't how Ui would have wanted things to turn out.

Iroha is surprised by this development. She tries to stop them by explaining Doppel isn't salvation. Nemu explains that it isn't perfect now but it will be. Touka says there will be sacrifices. They trap Iroha in a rumor with Little Kyubey so that she will be safe from Walpurgisnacht's and Eve's fusion. With that Iroha is teleported away. They say some things about changing the story for magical girls as they awaken Eve.

[MR anime spoiler]Well Nemu does succeed with proving Ui exist. So I guess they didn't fail as badly as they thought if that was the goal. Another aspect is Touka mentions sacrifices. Now it is easy to read this as all the people who will die because of Eve but I actually think this is referring to how Touka and Nemu plan to fuse with Eve in order to perfect the system. A witch with all 3 powers should make the system self-sustaining.

Eve wakes up and it causes everyone's doppels to go crazy. I don't like Felicia's line or the fact that Tsuruno is a part of this when she just had an arc resolving her issues. All the girls Doppel's

are kind of weird yet somehow horrifying. Mitama keeps Rena from Doppelgänger and states they didn't gather enough witches for Eve. Everyone starts doppel. The main characters ones look better. Eve then busts out of the Cathedral. I really like this song. Touka and Nemu races off to catch up with Walpurgisnacht. Mifuyu puts everyone in her little orbs. She states she will take care of things. Yachiyo tells her not to die raising those death flags. Mifuyu asks if Yachiyo thinks of her as so weak. As soon as Yachiyo leaves we get some cool shots as Mifuyu expands her magic. Too bad Kuroe is too far away. She also has a weird growth.

Mifuyu is struggling on her own to contain all the Doppels. Momoko tries to connect with her but Mifuyu refuses. Momoko says she will save Mifuyu and that she will no longer turn a blind eye. The two then decide to work together. The plan is to convince the girls to separate from their doppelgängers. They then connect.

This transports them to Soul Gem land with Mitama. I take this as metaphorical rather than literal. They are still outside staring at the orbs of Doppels but this way they can represent how they are rescuing the girls. Mifuyu talks about how her weakness lets her relate to all the feathers. Mitama warns them that they won't be able to handle all their tainted hearts. They mention they were scared before but not anymore. Momoko gets a moment with Tsuruno. Mitama then decides to help out but they tell her not to because the town still needs a coordinator. At least Mitama is able to take off her sheets at least and face Momoko and the other Magical girls. Rena and Momoko go off to rescue Kaede. A nice little callback to the endless staircase rumor. Rena and Kaede have a nice moment. Random Sakuga for Felicia. They save all the magical girls and have a little dance party as their soul gems shatter. Mikazuki comes to and finds Momoko and Mifuyu's shattered Soul Gems, but hey at least Kaede and Rena are reunited.

We end the episode with little Kyubey following a clearly not okay Kuroe. She was too far away to be saved by Momoko and Mifuyu. Of course she is on a train track as well. Little Kyubey is right behind her. I think the sky looks pretty cool. I wonder if the red planet was supposed to be a pair to make Kyubey eyes.

ED plays

No post credit scene.

Kind of feels like an insert song would have been nice here.

Overall this episode gets a lot of criticism. Mostly because of Momoko and Mifuyu's scene. I can understand from a lore and power system perspective it is hard to wrap your head around. For a character perspective it has some nice moments for some at the cost of others. Visually it is nice looking. Soundtrack seemed fitting. Some part of me thinks they did this so they could show off Felicia, Sana, and Tsuruno's Doppelgänger. Another part feels like they weren't sure where to go with Momoko or Mifuyu and just came up with this as a way to wrap up their story.

For me though I like it. Touka and Nemu continuing the plan despite everything was interesting. I am glad they at least don't get to apologize and then everything is okay afterwards. I do like Mifuyu and Momoko's scene. I don't feel they are the best handled but the scene is still kind of touching in a way while also being pretty tragic. I do feel the decision to have Tsuruno Doppel was odd. Then again it was already a stretch to believe Yachiyo would abandon them much less if Tsuruno was there.

Here is what I wrote in the past: "Overall: I am largely okay with this episode. Touka deciding to continue on even after learning the truth is pretty nice. I am fine with the whole Mifuyu saving everyone. Momoko's bit is a little weird especially considering she hardly did anything most of the series. I know a lot of people felt this came out of nowhere, I guess it helps that I had something similar happen in a fanfic I wrote."

VOTD A lot of good shots to choose from. I think I will go with Little Kyubey following Kuroe. If that is already taken then Sakuga Mifuyu

VA spotlight

Still no one new

OST Spotlight

Plenty of good tracks from this episode. I am going with Entity Embryo Eve. Just think it is a cool song that plays at the turning point of the episode.

<https://www.youtube.com/watch?v=-pWCHQmKzaA>

[MR] What do you think about Momoko's and Mifuyu's sacrifice (a) from a PMMM lore perspective, and (b) from a storytelling perspective?

I think it is a cool little scene. As stated I take it as metaphorical rather than literal. From a storytelling perspective not the biggest fan. At least for Mifuyu, it seemed more compelling to have her return to Mikazuki Villa and start her redemption but I can understand the decision at least. Another part seems to be that the story was largely done with Momoko and Mifuyu and just kind of wanted to do something with them rather than have them tag along for the last two episodes. I think for Mifuyu it is kind of fine since she had a bit more build up. Momoko didn't really do much so it feels a bit unearned.

[MR] Do you have any tips for waking up refreshed in the morning?

Make sure to get proper amounts of sleep. Try to only use your bedroom for sleep.

[MR] Fanfic/headcanon time: If Momoko and Mifuyu hadn't died here, where would they have ended up after this story?

They both go back to Mikazuki Villa. Well I think Momoko lives nearby so it would be a Tsuruno situation. Maybe a scene of all of them at Banbanzai with Momoko joking that it tastes better than what Mitama makes. Mifuyu would probably be a mentor for Felicia and Sana or maybe their aunt. Mifuyu would work to pick up the pieces of her past with Yachiyo as well as her involvement with Magius.

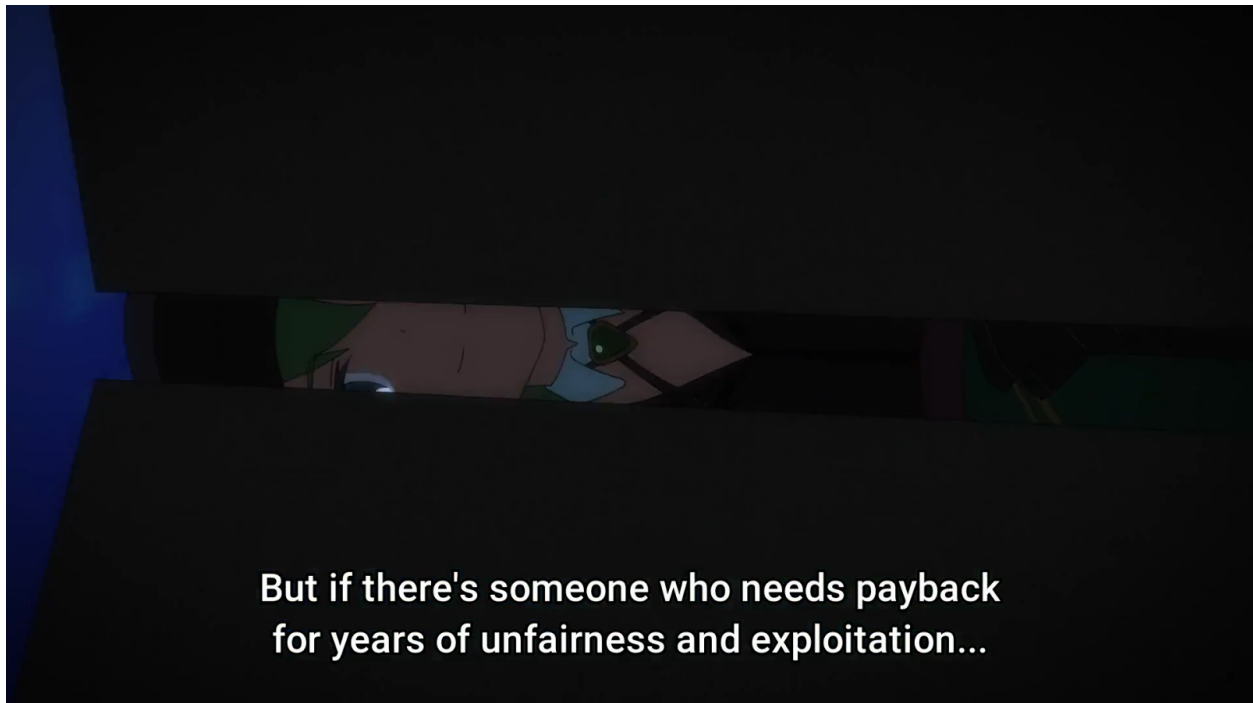
Game Spoilers

Pretty different

[MR Game Spoilers]So after getting their memories back Touka and Nemu instantly go back to being their normal selves. They apologize and decide to give up the mission. Though it helps that Ui is back so no harm no foul. However before all that they do activate Eve and start heading towards Walpurgisnacht. There was also the Bear Tree fight but that was taken care of by Mifuyu who tricks herself into expending all her magic breaking her soul gem in order to defeat it. It is also where we get Mifuyu telling the feathers not to Doppel because it isn't good in long fights which is one of the few things the main story has to say about Doppels. Mifuyu does apologize to the feathers and the Wings of Magius switch sides. The game makes it clear that many of them only joined because of Mifuyu who they looked up to and respected. Overall this episode is a mix of events from chapter 9 and 10 as well as a ton of unique events. Touka and Nemu give up the plan in the game. Mifuyu is still taken out of the action though arguably a slightly more believable way.

Season 3 Episode 3:

We open the episode with Kyubey talking about what is going on and saying how he doesn't understand anything. After the opening plays we get Alina monologuing on top of a building while she makes a painting. She seems pretty pleased with Magius. Yachiyo tries to stop magius but they brush her aside. Kanagi shows up and rescues Yachiyo. She asks what is going on. We then get back to Kyubey's spiel as Mitakihara girls fight Walpurgis familiars. Ui and Iroha have a chat. Iroha basically says she is here to save Ui. Ui says that they just wanted to save Iroha but they messed up. It is implied the Ui is pretty much already gone. Iroha seems to recognize this as well but doesn't really come to terms with it. Ui urges Iroha to instead save Kuroe. Ui then frees Iroha on this railroad track that Kuroe was also walking on. Kuroe shows Iroha her backstory. Basically Kuroe dumped her boyfriend and had to block him. Then runs into a witch that another even weaker magical girl was facing. She saves the girl and then just bails on her. This leads Kuroe to feeling pretty guilty. Iroha tries to help. It doesn't work, probably even backfires a bit. We get back to Kyubey and Alina having their little chat. There is a nice little easter egg with all the spinoff characters. Then Kuroe breaks free past the barrier and witches out. Iroha then has to mercy kill her.



Overall: I like this episode. Its weakness comes more from the under-utilization of Kuroe throughout the series. We finally get to know more about what is going on with Kuroe and she meets the end we all expected from the very start. There are some good lines of dialogue. I do also like Kyubey and Alina's debate. I do wish Alina was more fleshed out though. I also like how Iroha just pulls out her knife and finishes off Kuroe's witch.

Rewatcher Subbed 2023

We open the episode with Kyubey piecing together everything that is going on. He states that they aren't obligated to become Witches. He basically criticizes Magius plan.

OP plays. Bluray has an added scene. All the characters are on the train now.

After the OP Alina is on top of the tower from Episode 10 painting. She is pretty pleased with what Magius is doing.

Eve crash lands in the city. Nemu mentions that if they hurry they can still make it. We get to see a map and get an idea where Mitakihara and Takarazaki are in relation to Kamihama. Yachiyo yells at Touka and Nemu that Iroha wouldn't want this. Touka mentions not very many people have died yet. Nemu mentions that the fusion of witches will level the city. Hopefully everyone is still in shelters. Yachiyo tries to fight Touka and gets pushed back. Luckily the Phone voice girl shows up to assist. We also get more cameos. Touka explains that if they can do something about the situation then they are obligated to. Nemu also mentions this is the fulfillment of their wishes. Then Touka states don't worry, Iroha is safe and that the cameos should take cover as well.

[MR Anime spoilers]I think this is another hint that Touka and Nemu plan to fuse with Eve.

Kyubey goes back to his monologue or debate with Iroha as we see the Holy Quintet fight Walpurgisnacht's familiars. They don't seem to be doing well. Kyubey says that if anything wishes are a good deal in their favor. We see a crescent moon before seeing the feathers start to recover. Momoko and Mifuyu are confirmed dead. Tsuruno, Sana, and Felicia are heading towards the action. However, Tsuruno doesn't seem to be doing well.

Finally Iroha reunites with Ui. The two hug. Iroha mentions her long journey. Ui knows as she has been watching this whole time. Void starts playing as Ui mentions she is not the same Ui anymore. Iroha denies this. Ui apologizes and says they failed and couldn't save anyone. Honestly I think this is an interesting callback to PMMM. Homura wants to save Madoka but Madoka is the one that ends up saving her. She doesn't want Madoka to contract but in doing so she never gets to spend time with the Madoka she admires. So Ui and Iroha reflect that same push and pull. The desire for the others unhappiness that leaves neither happy. Iroha states she will fix this. Ui just wants her to stop Nemu and Touka. That Iroha won't be able to move forward if their plan succeeds. Iroha asks if Ui can come back after this is all over. Ui doesn't answer. So basically Ui wasn't able to be saved from the very start. I really like this idea that Iroha's journey was pointless in a sense of what she set out to accomplish. However, it isn't really pointless if that makes sense. Ui then finds an exit for Iroha so she can help poor Kuroe. Iroha spins in the middle of something that looks like the gems you use to redeem characters if you spent too much on pulls.

Iroha lands on the train tracks to see shadow little kyubey. Then she runs into Kuroe who does not look good. Kuroe tries to scare Iroha away but it doesn't work. Kuroe mentions she gave up a long time ago. Kuroe then tells Iroha what has been eating at her. Just a whole lot of guilt. Remember that question Kuroe asked back in S2 EP4? She broke up with her boyfriend and had to block him because her wish was still affecting him. She states Magical Girl fate was heavier than she thought. Can't read what is in the train but it is probably relevant. Kuroe mentions having to save a weaker magical girl. Oh hey, it is the same design that Kuroe's Doppel took to guilt Kuroe. Nice little callback to the first episode with rescuing a cat again. The white hood magical girl tries to distract the witch for Kuroe to recover but gets into trouble herself. They are back at the train stop with the bird perches and constellations. The two chat about territory and such. The white hood asks Kuroe if she has a grief seed. Both their soul gems are looking rough. Kuroe lies and keeps it for herself. I don't think white hood is doing so well, considering all the lamps look like grief seeds. Oh, some birds fly by. I think the first 4 are trio and Iroha, the next group is Momoko, Kaede, and Rena, then the last group is the rest of Mikazuki villa. Another callback to episode 1 with Kuroe not giving white hood her information which led to her swapping info with Iroha.

Kuroe once again asks Iroha what she would have done. That weak magical girl reminds Kuroe of Iroha. Kuroe asks what happened to that girl. The lamps don't point to anything good but

maybe she joined magius. Kuroe says she isn't like Iroha. Kuroe laments she made no choice and doomed someone because of it. We get a cool transformation scene for Iroha.

Back to Kyubey and Alina debating. Christian Imagery as Kyubey talks about Justice. Then we get one long reference to just about every spinoff. Kyubey looks at his reflection as he mentions what is right is cultural. Kyubey asserts that their desire for salvation is only due to how people currently think. Kyubey's way is better as it allows for growth and sustainability. Go away Kyubey. Alina says she doesn't care for Kyubey's plan. She wants to get rid of him but first she says we must no longer live in a society.

Kuroe having a case of some real bad self-talk. Iroha connects with her and it destroys half of the doppel mask. Kuroe is not doing much better though. So Iroha did understand Kuroe but not enough to pull Kuroe out. I like the little scene of the puzzle piece. Too bad for Kuroe it reminds her even more of her guilt. Iroha is really trying but it is only driving Kuroe further to despair. Kuroe wishes she never made her wish that she stayed in the dark and helped no one and was helped by no one.

I like the train ad showing Kyubey's face with Iroha and Ui. Kuroe thinks that a selfless wish for others is the ideal to strive for and she doesn't meet that. Iroha asks Kuroe to be a magical girl with her. I love this part. "HOW long do I have to be a Magical Girl for?" Kuroe just rejects the whole notion to begin with. Kuroe then laments as she passes through Alina's barrier. Kuroe then turns into a witch. The witch says "Now nobody will save me. Now I don't need to save anyone. Now I can stop being a magical girl." Well you aren't wrong bird witch. Iroha then has to mercifully kill Kuroe's witch as it flies into its Labyrinth. Iroha pulls out her knife and stabs the witch. The face she makes as she is doing it is heartbreaking. She apologizes to Ui for failing again.

The Music Box version of Senko plays over a mostly black background with an upside Magius symbol spinning.

My thoughts from back then. "Overall: I like this episode. Its weakness comes more from the under-utilization of Kuroe throughout the series. We finally get to know more about what is going on with Kuroe and she meets the end we all expected from the very start. There are some good lines of dialogue. I do also like Kyubey and Alina's debate. I do wish Alina was more fleshed out though. I also like how Iroha just pulls out her knife and finishes off Kuroe's witch.

Honestly that is still pretty much how I think. Alina and Kuroe are underutilized causing their scenes to not resonate as well as they could. I still think Kuroe's scene is pretty good though. Ui and Iroha's scene just lacks the impact it deserves. However that being said I do like the idea behind it. I still think this is an emotional episode, especially the Kuroe part. Like I stated in Episode 1 Kuroe is one of the reasons I got into the show. The idea of the magical girl who feels she didn't get the best deal and wants out intrigued me. From Episode 1 Kuroe was one of my

favorites. I remember wishing we saw more of her in Season 1. I was glad that she got more time in S2 even if I disagreed with some handling.

VA Spotlight

Alright phone voice has been in like 4 episodes at this point so I think she finally deserves a mention. Kanagi Izumi is voiced by Sayaka Senbongi. She is currently voicing the main character of Tengoku Daimakyo, Kiruko. She was also Anis in Magical Revolution, Piglette in Peter Grill, Shuna in Reincarnated as a slime, Sarasa in Kageki Shoujo, Arisu in Animegataris, and Mumei in Kabenari Fortress.

OST Spotlight

Senko technically came out at the end of last season but never played in the show. Technically today's version is simply the music box version. I don't think the full song would have worked as well. It is a shame that the visuals are real bland with this ED though. Overall though the full version of the song is definitely worth checking out and is very good.

<https://youtu.be/9-S-SZXsxQk>

Game Spoilers

Not really much here today either.

[MR Game Spoilers] They chase down Eve in the game. Touka and Nemu after having their memories restored basically switch sides immediately. So the whole memory scene doesn't occur until they are in the middle of Kamihama. Kuroe isn't in the game so no sad doppel girl. So Eve destroying the city and Magical Girls showing up to assist is really the only similar aspect.

Kuroe Writeup I did:

Kuroe from Magia Record. Aside from the obvious that Kuroe is adorable or that she is a parallel to Iroha, I find Kuroe fascinating as she is a different take on struggling with depression. In my opinion, Kuroe from the very moment the series starts is too far gone to be saved. Her quest to find a solution to getting out of being a magical girl is a paradoxical one. She believes that the cult may have the answer for her which leads her story to become entangled with Iroha's. Iroha in contrast to the cult doesn't offer her solution but salvation from a change in perspective. Initially Kuroe is receptive to this, but the moment the two are separated, Kuroe's negative self-talk takes over. In truth Iroha could never truly save Kuroe, but instead she offered a helping hand to pull through the trying times. Kuroe though was never interested in that. So, with her final parting words, Kuroe poses the question "How long must I be a magical girl for?"

or put into other words “How long must I suffer?” So, despite the many issues with the Magia Record anime, I find Kuroe’s arc incredibly compelling and emotional.

Kuroe starts the series off trying to find the answer to how to stop being a magical girl. This leads her to join Magius as they claim to have the solution. Through the rest of the story we see Kuroe latch on to the hope that Iroha provides. It is these brief moments of togetherness that give her the strength to continue on. However, the moment they are separated Kuroe’s negative self-talk reminds her that she has no place with Iroha. Kuroe realizes that there is only one answer to her struggle. The only way to stop being a magical girl is to become a witch. Despite Iroha’s pleading and offering Kuroe a hand, Kuroe pushes through the barrier to become a witch. Iroha unfortunately did not know anything about Kuroe’s struggle, because Kuroe never wanted what Iroha was offering. Kuroe simply wanted to escape. It didn’t matter if the situation got better only that she wasn’t in the situation to begin with.

[MR] While Ui appears resigned to her fate, Iroha still maintains that Ui, Touka, Nemu, Kuroe (before the end of this episode) and the other magical girls can all still be saved. What do you think of her conviction at this point? Is she a badly needed beacon of hope or a naive child who needs a reality check?

[MR] I got nothing. You're invited to tell a joke if you have a good one on hand.

I made a little comic for Kuroe’s scene. So that will be my joke.

<https://imgur.com/gallery/rPs8EoR>

And

<https://imgur.com/gallery/vuufAA2>

[MR] Fanfic/headcanon time: Would Kuroe have had a chance if she'd managed to walk up to the gang in S2E8 or was she lost from the start like she claims?

I think so. I even made a joke tier list about the characters who likely had a better chance of helping her rather than Iroha.

https://www.reddit.com/r/magiarecord/comments/uiye6p/tier_list_for_season_3_spoiler_joke_mostly/?utm_source=share&utm_medium=web2x&context=3

Season 3 Episode 4:

Iroha kills a few Kyubeys then Mikazuki villa shows up. I didn't notice at first but each character states the flaw they had to overcome in order to assist Iroha. Kind of reminded me of a twisted captain planet: Anxiety, Angst, Anger, Loneliness, Depression by your powers combined I am Captain Iroha. They then fly over to Touka and Nemua. The various magical girls perform their little combo to subdue Eve who has really done quite little. Iroha jumps on Touka and Nemu and basically says I would rather have you all even for a minute longer than to be saved. Touka and Nemu realize that they don't really want to die and would like to be with Iroha. Then Alina shows up. Says she is going to make everyone a magical girl. Then fuses with Eve. Touka and Nemu go back to sacrificing themselves. Yachiyo has a bit of a moment on a train with her dead companions (Clearly a Night on the Galactic Railroad reference). We finally learn the true nature of Yachiyo's wish. Alina seems like she was defeated but regenerates. Iroha then talks to her doppel. Yachiyo jumps in to connect with Iroha and they fire off a giant arrow that destroys Neo Dorothy. Credits roll then we get some post credits scenes. Iroha looks defiant in front of Kyubey. Then her and Goddess Madoka close the book on Magia Record. We end the series off with Iroha following the railroad tracks to the trio under the sakura tree which is now in full bloom. The runs are basically a "the end" but they don't directly translate to that.

Overall: There are some good ideas but the episode is way too fast and looks pretty rough outside of a few moments.

Rewatcher Subbed 2023

Note: tailboss mentioned some Ui is dead foreshadowing back from S2 Episode 3. Good eye Tailboss.

Well we open with seeing Iroha being all depressed at having to kill Kuroe's Witch. She blames herself for it. Kyubey shows up, after having lost a debate to a crazy teenager, to tell her he agrees but not to fret killing Kuroe has extended the life of the universe. We get one of the best scenes where she shoots Kyubey in the face. Her look of anger is really well done. Iroha laments how she couldn't save them as she begins to fall back to the earth. Giovanna shows up to taunt her a bit in the labyrinth we saw in S2 EP3. Look at all the chairs and the cloth.

Title card no OP

Then Yachiyo calls out to her. Iroha still feels bad. Everyone calls out to her. They do a big connect to free her from Giovanna. They then share the issue that Iroha helped them face. Iroha shares her own weakness. Kind of reminded me of a twisted captain planet: Anxiety, Angst, Anger, Loneliness, Depression by your powers combined I am Captain Iroha. They then connect again to make this really goofy flying machine. Tsuruno says they wouldn't have made it this far without her. Yachiyo says Nemu and Touka are chasing Walpurgisnacht and they have to stop them or they will destroy Kamihama. I like how Iroha confronts her Doppel. Basically

saying you won't be able to take over because my friends will always remind me of who I really am with the piece of me I have entrusted to them.

Big light show as all the magical girls attack Eve in unison. I think the little crash shot looks pretty cool with each of the girls attacking but being knocked away by Nemu and Touka. However it was all a ruse to allow all the Cameo's to capture Eve and disable her. My goodness Nemu has the firepower of multiple Mami and it doesn't even seem like she is trying. They are about to get serious when Iroha stops them. I feel like the bluray cleaned this part up a bit.

Iroha then talks to Touka and Nemu. I like this conversation as Iroha's selfishness confronts Magius' Selflessness. They try to tell Iroha to look after herself more than others. Touka tries to reason that she should want more time rather than less. Iroha twists that to say I want more time with you all rather than less. I stated in spoilers before that interviews suggested Touka and Nemu were going to fuse with Eve in order to perfect and make the system self-sustaining. I feel like this point has been hinted at but they really should have stated it directly. Feels like it gives Iroha a stronger call to action. Although they do say she won't know anyone who dies. Not sure that is the best argument to make. Eve cries Blood. Then tears float away a bit later. I feel like this is symbolism but it could just literally be UI crying as well.

There is something about the emotionless girl crying that gets me. Seems we are starting to head in happy direction. Well we would be but Alina decided to stop watching from the Tower and decided to drop in. Time for Alina's plan. Teach the world a little compassion by turning everyone into Magical girls and force them to witch out. That is a little twisted even for you Alina. Alina is determined to put on a great show. Alina is hard to understand at times with her mix of English and Japanese. "Bye Bye Alina Gray" is such a good line as she fuses with her doppel and Eve.

Touka and Nemu decide they have to go back to sacrificing themselves to prevent the worst outcome. Once again Iroha is trapped in a cage as they go after Alina. Ui shows up to help out as they put all their effort into one last attack. How are they able to doppel if the barrier is down? So they are going with the overusing Doppel causes your soul gem to break. They mentioned that Iroha being in her Doppel state for so long was bad back in Episode 3 (I guess that makes sense as your gem doesn't clear until the doppel is finished. So all those impurities would just build up and possibly become more than your gem can take) and they have been shattering soul gems this whole season, so why not? Just feels like a lot of elements to juggle.

Yachiyo wakes up in the train with Mel and Kanae. They give her a little pep talk. They state that Yachiyo misinterpreted her magic this whole time. Her survive lets her carry on the hopes of others adding their magic to hers. Also interesting enough Mel is a different color and doesn't speak. I think this is a reference to a game event Ghost Cafe. Witches I guess get a different afterlife than those who die by soul gem breaking. So you will have to ignore that Mel talked in ghost form before. The Living room joke is definitely something. Anyway this scene isn't a reference, it is pretty much lifted right from it.

We then see Iroha reunite with Ui who basically says thanks to the Doppel system she has been integrated into magical girls and is basically spread around. Is the giant obelisk a Cross of Calvary reference? Yachiyo wakes up in front of eve with the others Joining her. Alina Eve or better known as NeoDorothy Motherfucker, starts to recover and try to float away. Iroha reconciles with her doppel. Then thanks to Ui she gains the collection power. With all the Magical girls in Kamihama+Kuroe+Yachiyo they are able to launch one big attack to defeat NeoDorothy. The attack is lifted right from the game. In fact I think they even use frames from the game. Notice how Iroha's hair looks braided when it should be down? I don't think the Bluray fixes this. I wonder if Iroha's symbol in the background is a mistake because in the Bluray it is Madoka's which makes way more sense. The shots in this scene look really cool. My favorite is Iroha embracing Alina and will be my VOTD. The night has ended, day has come Mikazuki villa is reunited. Well folks that is the end.

The ED plays. It is a collab between Claris and Trysail. During the Outro we get a recap of the show. I wish they had done more but man do the scenes make me nostalgic. Going through this series was and is a journey. It doesn't even feel that long ago that we started this.

Final Post credit scene hype. We see a bunch of birds and a ton of people at Mikazuki Villa. I think the birds refer to something I am almost positive about but it is hard to count them. Best Guess is they refer to the entire main cast of this show. We see Yachiyo on the couch. Seriously Shaft, you forgot about the coasters. Where are they? Did I just miss them? She has short hair like Mifuyu now. We see the pictures of the people she cares about and some traitor Magius symbols. There is a book on the table titled "Kamihama Magical Union." We see the mugs again. All but Iroha's are hanging up. Something: Something visual distance. Mitama took in Rena and Kaede. Homura resets time again. Karin gets the painting from Alina. There is a funeral at the Magius symbol Yachiyo and Mifuyu fought at. Finally we see Ui exists again. Her stuff is back but Cleaned up. Iroha has accomplished her goal. Her journey wasn't for nothing after all but still quite a painful one. Also her poor parents; to suddenly wake up and realize you had a second daughter and she is dead.

To close out the series, Kyubey mocks Iroha for her struggles but he also congratulates her. Iroha looks defiant as he states no one will know their story. Remember when we all thought Iroha was a Madoka adjacent but no they went with making her a Homura adjacent. We then see Iroha hand the Magia Record book to Madokami as Madokami closes it. Iroha promises to never forget their Record. Then we see the train tracks leading up Eternal Sakura who is now in full bloom. One last Night on the Galactic Railroad reference. The other 3 girls are waiting for Iroha to join them. Remember when the Eternal Sakura says that she will be there even if they are reunited in death...well...yeah. The very last shot is the cast of characters standing together which I believe is a callback to a similar shot in the game.

Well that is it for Magia Record. To be honest this isn't a good episode. It is a rushed mess but it still gets to me. I feel like this episode at the minimum should be broken into 2. Also Alina needed her backstory to help give some context. Her plan is pretty out there but Alina herself is a bit out there as well. Would have been nice if the fights were better. Touka and Nemu ramming

attack is kind of anticlimactic. Also this episode struggles with a sense of distance. Where is Walpurgisnacht? How close or far away is everyone?

Here are my old thoughts on this episode: Overall: There are some good ideas but the episode is way too fast and looks pretty rough outside of a few moments.

VA Spotlight

Little Kyubey is voiced by Katou Emiri. Strangely enough she also voices regular sized Kyubey as well. Hasn't done too much recently. She did play Becky in Spy x Family last year. She plays Riko in Kobayashi Dragon Maid, Hachikuji in Monogatari series, Fiora Aura Bella in Overlord, Hiragi Kagami in Lucky Star, and Kinoshita Hideyoshi in baka and test.

OST Spotlight

La confrontacion Final - I think this is a cool track. It plays when Mikazuki villa shows up to rescue Iroha who is feeling down about Kuroe's death.

<https://youtu.be/MZMjhPvGx9Q>

Orgel - It has been a while since I had a two song spotlight but it is impossible not to mention the Claris and Trysail team up that caps off the end of the series. A really nice song.

<https://youtu.be/1ttd67LMJoY>

Uwasa Song Spotlight

So I mentioned this song is kind of interesting. Basically if you look up the lyrics is basically a poem that refers to the different chapters in the game. Funny enough some of what is contained in the song does even happen in the anime. Also it is sung by Katou Emiri.

<https://youtu.be/ajtRC9FVMuc>

Lyrics:

Rumor Rumor, secret rumor

If it's only for someone else, shall I try telling you?

How about taking someone else's hand and passing through?

The first is a secret friend

The second it's the memories of two

The third is the result of an unfulfilled revenge

The forth, if it's alright with you let's become a family

The fifth, will someday be saved?

Rumor, rumor, my rumor

If it's only for you I shall tell you

Ah, the true liberation

Ah, the true liberation

Rumor, rumor, bad rumors

If it's only for someone else should I try telling you?

How about pushing their back and passing through?

Rumor, rumor

At the other side of the sixth is the real you

If the seventh rejects the salvation of your tears

At the eight is an endless quarrel

At the ninth, a cherry blossom blooms

At the tenth you will finally meet me

Rumor, rumor, the rumor of forgiveness

The rumor that doesn't need anyone's rumor

Ah, true blessedness

Ah, true blessedness

Game Spoiler

Some similarities and some differences.

[MR Game Spoiler] Okay so after Touka and Nemu get their memories back when Little Kyubey is able to reach Ui's body. Ui is able to come back to life. It is a happy reunion until Alina shows up. However she doesn't fuse with Eve. Eve is falling apart but Alina wants to keep her around. Alina has fused with a similar rumor to Mami and is now all Christmas Themed but more pagan. Alina has become Holy Alina. She is going to protect Eve who is her precious masterpiece and level the city herself. Then paint the destruction. Nemu goes to stop her and uses up all her magic. Alina and Nemu are presumed dead. They aren't actually dead though. Little Kyubey does something. Even without Ui's soul it is still its own living entity. Though if what fairreviewer says is true then little kyubey was always the player and its own individual. That is kind of meta and a cool use of the 4th wall but when I played through this it didn't make sense. So after beating Eve it is time to take on Walpurgisnacht. Everyone is tired though from fighting Eve. So Madokami shows up to throw them a bone. She replenishes their magic and gives them a power buff. Iroha then rallies everyone. All the Kamihama girls mention their powers and thus the giant wombo combo begins. Shizuku isn't there because we can't just teleport Walpurgisnacht into the sun. Much like the show Iroha shoots a giant arrow throw Walpurgisnacht to save the day. Though this time it is a long chain of powers with Ui and Touka collecting everyone's magic and Yachiyo chipping in after realizing her power is to carry the hopes of her fallen friends. After saving Kamihama. There is a sort of Neurumburg trials. Iroaha forms the Kamihama Magical Union. They all lived happily ever after well at least until Arc 2. The END

[MR] While the Magius plan had a self-serving pragmatic goal, Alina Gray's plan was more driven by emotions. What did you think about it?

I wish we got to see Alina Gray's backstory, maybe somewhere back in S2. I think that would have helped to understand the reasoning behind Alina Gray's plan. It is an interesting contrast. Definitely plays into the themes of selfishness vs selflessness. However, considering the ending scene with Karin getting the painting, I wonder if there was more to Alina than what we saw.

[MR] Fanfic/headcanon time: We see the world go on after Homura vanishes into her time warp. What does that mean for the PMMM multiverse?

The funny thing about multiverses is you can do pretty much whatever you want with them. I have enough trouble wrapping my head around superhero multiverses. Essentially though it shouldn't matter too much as Madokami will bring them all together...or will she.

Overall Season 3 Thoughts:

I think this season starts off strong enough with the backstory. It was really nice to see the trio being so competent. In the game I felt like the events kicked off because Touka thinks she is so smart. Her conceitedness causes her to miss crucial details. In the anime it feels like they knew what they were getting into; they just over estimated their abilities. After the first episode the pacing gets a little too fast. Also the production quality tends to fluctuate. There are a lot of aspects I really like. The exploration of selfishness vs selflessness is interesting. Sure it is a theme that the original Madoka covered as well but they both tackle the matter in different ways. I can appreciate how the anime tried to give each character an arc. Sadly, a lot of those arcs fall flat and feel un compelling. Sure most of the fault being the fact that the anime didn't have enough time, but you can't ignore the numerous missed opportunities and characterization that the anime failed to capitalize on. Mifuyu felt well set up but Momoko just felt tacked on. Kuroe always seemed destined to die but her portrayal in Season 2 kind of seemed hopeful. Touka and Nemu sacrifice themselves almost immediately after agreeing not to. An extra episode or 2 would have gone a long way.

Rewatcher 2023

"The reason I keep searching for you is to constantly remind myself of the fact that you're gone."

Well it is finally over, my paltry 56 pages of notes has now ballooned to over 150 pages. I have Rewatched this show 4 or 5 times and I still pick up new things. Honestly, despite its numerous flaws it is still one of my favorite shows. Like I stated in Episode 1 Magia Record Season one introduced me to the Madokaverse.

We didn't have a S2 discussion and that is certainly for good reason since S2 and S3 really are one season. If I had to rank them $S2 > S1 > S3$. S1 is the most consistent of them. It struggles a bit in production in the later half and kind of gets caught up hitting plot points. It never hits the highs of the others nor the lows of the other seasons. I really like the first 4 episodes of S2. The second half is rough. Despite production issues and some annoying conveniences I do like the last two episodes of S2. So overall I would say I am pretty positive about it. S3 other than the first episode is just really messy all the way through. Interesting ideas that could have used more development. I do appreciate that they committed to this failed loop. Also the contrast of Homura and Iroha is interesting. With Iroha accepting her failure and pushing on, Homura starts another loop. I find the themes of selfishness vs selflessness, strength vs weakness, and failure are pretty interesting to me.

I have a tier list of episodes. The ones I think are the best are pretty much each season's opening episode. Interesting to see many of the first timers liked the first half of S1 the best. I have my issues with them but it is early on and Iroha does appear to be making progress. Though liking EP8 was definitely interesting. I don't agree but I can understand why liking a slower more character focused episode would be preferable. We get to expand on Iroha a lot with some parts for Felicia as well.

In my headcannon Inucurry and Miyamoto made changes after S1. I just feel like the seasons don't match up that well which causes a ripple effect throughout. S2 which was planned from the beginning took a year and a half to make when many other shows are able to drop their planned second seasons much sooner. Connects weren't a plot element in S1 and just a little nod to a game mechanic along with characters using their Magia. Mel talks to Yachiyo in S1 despite the fact that her Witching out should mean she can't as seen in the final episode. There is definitely foreshadowing for Kuroe, Mifuyu, and Momoko's demise all the way back in S1 which would be the argument against them changing things after S1. In S1 they spend a lot of time talking about turf but that never really goes anywhere. On the other hand Nemu dying isn't really brought up much as S2 goes on. So maybe I am just grasping at straws.

I remember reading in the Miyamoto Interview that he had to remind Inucurry that Iroha was the protagonist. Seems Inucurry wanted to focus more on Yachiyo. To be honest I can't really fault them for that. Hey, Have you heard the rumor of Inucurry and Arc 1. It is not a Rumor a Jedi would tell. Wait, think I am getting franchises mixed up. Anyway, there was a popular rumor going around the Inucurry isn't a fan of how the game plays out. So some have thought that he changed the story to make it more inline with how the story was before revisions. On the other hand it has been shared that Magia Record was a labor of love for some so that kind of conflicts.

My Old Opinion of S3 which still is about the same:

After the first episode the pacing gets a little too fast. Also the production quality tends to fluctuate. There are a lot of aspects I really like. The exploration of selfishness vs selflessness is interesting. Sure it is a theme that the original Madoka covered as well but they both tackle the matter in different ways. I can appreciate how the anime tried to give each character an arc. Sadly, a lot of those arcs fall flat and feel unconvincing. Sure most of the fault being the fact that the anime didn't have enough time, but you can't ignore the numerous missed opportunities and characterization that the anime failed to capitalize on. Mifuyu felt well set up but Momoko just felt tacked on. Kuroe always seemed destined to die but her portrayal in Season 2 kind of seemed hopeful. Touka and Nemu sacrifice themselves almost immediately after agreeing not to. An extra episode or 2 would have gone a long way.

I honestly feel the shortcomings of S1 characterization just cause a ripple effect throughout the seasons. What I liked about early S2 is how it focused on a smaller cast at the start giving them good character moments and payoffs. Would have been nice to get this more narrowed

approach a bit longer before the end of the season team up occurs. They definitely have a lot of characters and that was always going to be a pain point. However, Idol anime often have large casts yet are able to make things work a bit better.

As stated I binged S1 on a whim back in spring of 2020. I think watching it all at once helps a bit. The show doesn't give you much of a reason to care about the mystery or characters so it is hard to stay invested when you have to wait a week. I enjoyed S2. Though I was definitely frustrated during the middle episodes. After episode 6, I wrote a fanfic of how I would have done things. Overall I enjoyed the season but was not too pleased about Walpurgisnacht not being part of the story. I get that narratively she is a bit redundant but they hyped it up and used a lot of screentime. During the long wait I made my peace with it. I think I went into S3 with low expectations so I was pretty surprised with how it turned out. I was impressed by how they went with a bad end.

OST Spotlight

The Magia Record OST was provided by Takumi Ozawa, https://myanimelist.net/people/39182/Takumi_Ozawa. Sadly they have only worked on this and a few other shows. I ended up watching Hidan no Aria and Ookamikakushi just to have a listen. So here are some tracks that I liked from those shows.

Hidan no Aria tracks https://youtu.be/wt4lgNfuX_g and <https://youtu.be/OCmOa8r0OL4>

Ookamikakushi tracks Oogama <https://youtu.be/V0o35wZXwok>, Kakusei https://youtu.be/INFYPJ_p8O4, Jouga No Hassaku <https://youtu.be/Xp21eSuDzD0>

OP Spotlight

Wow, I really forgot about Careless. Though it kind of makes sense. I wouldn't have been able to talk about it until at least S3 EP 1 and I don't like it nearly as much as Lapis. I do like it better than S1 OP. I don't think raz ever did a video for the season 2 op and ed like S1. u/cryzzalis does talk about it in there video though <https://pastebin.com/vUzSMqBB>

Funny enough this OP has 2 versions that never aired. They are part of the S3 bluray though. First version has Mikazuki villa on the train. The last version has everyone on the train. Like S1 I think the OP and ED are supposed to go together. Careless is Iroha's ideal world. She fights the big baddie and saves the day and everyone is together. Lapis though is the reality. Everyone has their own struggles but they are able to come together through the hardship.

We open with the book "Magia Record" falling off a bookshelf. The pages begin to flip as cherry blossoms fly by. We see the hospital Trio running through the various rumors and a map of the city with their notes. Yes The OP was spoiling about where the rumors came from. Then we see

a set of bento boxes. They all put their hands in and it transitions to Iroha on a train. What is interesting is that Ui is wearing the same school outfit as Iroha. Touka and Nemu go to different schools. The hospital trio is no longer with her and she is sad. Blossoms fly by, obviously referring to Eternal Sakura, and the Mikazuki Villa come in. The only way to get over the loss of someone is to replace them /jk. Is this referring to the ending? There are 11 hand rings not sure what that refers to, maybe it is just for when the full version releases at the end of the series. Iroha is happy now.

Time for ship montage. We start with Kaede and Rena on a staircase. Get it cause Endless Staircase. Momoko and Mitama are on the couch in the coordinator office, probably referring to what happens with them in S2 EP7. Then Mifuyu with the Amane twins having coffee because Mifuyu has no ship anymore. There is the moon out the window though. Then we see Alina with her art, the door opens and a girl with pigtails shows up. This is Karin. We see her in the last Episode. They are a pretty popular ship as well.

Iroha is now on the beach having a good time with Mikazuki Villa. They run past her as Iroha chases them with a camera. We get some fun shots of them playing on the beach before the group selfie. Iroha looks at her collection of photos and looks back only to see an empty beach. It goes from day to night as Iroha looks around sad. We get imagery of Iroha drawing before getting a stylized shot of her as it transitions to the action scene.

Iroha jumps from Rock to Rock as she approaches Eve. This aired in the second episode before we even knew about Eve. She gets blown back but is rescued by Kuroe. The two connect and we get a really cool shot of Iroha firing her crossbow. Now this changes as the season goes on Yachiyo is added first then all of Mikazuki Villa. The arrow blasts through some rocks and we get a shot of puzzle pieces falling. Referring to Kuroe. Then we see Iroha on the train again. This time there are 6 hand rings. Over the season we add Kuroe, Yachiyo, Mikazuki Villa, and then just about every character.

The final shot is Iroha running with her camera under a cherry blossom tree. I believe this is a real photo. We see the Eternal Sakura. Iroha turns around and moves towards the camera. Possibly referring to joining the hospital Trio.

<https://youtu.be/qk7YgIWtJA>

Spinoff Recommendations:

One of the things that is interesting is the number of elements that were lifted from the other spinoffs to make Magia record. So here are my recommendations.

Oriko Magica (particularly Silence of Prayer)
Different Story
Tart Magica

Homura Tamura

That is pretty much it. I think Wraith Arc is too much of a retread. Suzunne is way too short for what they tried to do. Kazumi is fun but a bit of a mess that takes a bit to get going. Homura's Revenge is garbage.

Other dark Magical Girl Recommendations

I think Yuuki Yuuna is a Hero is a fantastic series that deals with some similar themes but in a different way with vastly different religious inspirations.

Magical Girl Raising Project is pretty edgy but I honestly was kind of surprised by how fun it could be. I also found myself liking the various characters. There is a S2 on the way as well.

Characters Game vs Anime

Iroha - I actually like her better in Anime. I just found her boring in the game.

Yachiyo - About the same. They are pretty different. I guess I will go with Anime since I really don't like early chapter Yachiyo.

Felicia and Sana - Game. I am glad the anime brought in their backstories that weren't part of main story but despite that they both feel like they got a lot less than they did in the game.

Tsuruno - Game. Doesn't even get her backstory. I like the presentation of S2EP8 Tsuruno really does so little in the anime so it just misses the mark.

Mifuyu - Anime. Hated her in the game.

Touka - Anime. Hated her in the game.

Nemu - Anime. Felt like a yes man. I wondered why she was pretty popular with the game community.

Alina - Game but not by much. The anime tries to make her more nuanced and just fails. So sticking with crazy worked out better for the game. She also gets to do a lot more.

Momoko - Game. Doesn't really do much in the anime.

Rena - Anime. Basically takes Momoko's spot and I do like her character arc. Didn't really like her in game.

Kaede - That is a tough one. I guess Anime to be honest she doesn't do much in the game either. I know fans of hers were unhappy that she got bullied a bit by the show.

Mitama - Another Close one. Anime I think she has a lot of strong moments that would have been better with proper build up but she is much more involved and interesting than she was in the game.

Phone Voice - Game. From the main character of the second half to a glorified cameo.

Mel - Game. Anime just uses her as a plot device

Kanae - Game. Same as Mel but slightly better as her ghost is more involved with Yachiyo and Mifuyu throughout.

Thanks for the Rewatch. I appreciate therealfosterforest for hosting this and creating the character chart. The Magia Report comics in the later season were funny. Nice way to lighten the mood after a tough episode. Thanks Tarhalindur for the episode breakdowns pointing out the framing and visual symbolism. I am pretty impressed we were able to keep up the comment count comparable to when this was actually airing.

This is the first rewatch I have been a part of where I participated this much. It is a lot of work. Usually, I arrive to the thread late and only really comment if I have something new to add. Oftentimes I use rewatches as an excuse to watch a show on my ptw list or a show I really like to follow how others react to it as with Madoka, Yuki Nagato, and Pretty Derby. I found myself watching each episode at least twice once for enjoyment and the other to take notes, gather screenshots, and decipher symbolism. I was stupid so stupid to think I could just copy and paste my old notes and call it a day. How Long Must I be a Rewatcher for?

If anyone would like to look over my notes as well as some ideas on what I would have done differently here is the google doc

https://docs.google.com/document/d/1FAL77ZR6vVnKKIEJzAvlhbbz4iO2zIVRBoMw12O3j_A/edit?usp=sharing

Hope you all enjoyed the little comics a few episodes ago. I sometimes draw and write fanfics for the series.

[MR] What's your overall verdict for this show? What is its place in the wider franchise in your eyes?

I gave S1 a 9, S2 a 9, and S3 a 6. So if I averaged them that would be an 8. Though overall I would probably lean more to a 7. The music, symbolism, and some places art are better than a lot of other series. However the pacing and story are a bit messy. I like the themes behind it and I can appreciate the effort even if the execution leaves something to be desired. I would say I hold this closer than the other Madoka titles. PMMM is a certainly tighter show with a strong narrative. I don't really have a high opinion of Rebellion. Doubt we will be seeing any Touka and Nemu did nothing wrong memes.

[MR] How did you like this rewatch? Should it be run again at some point? If so, what should be changed?

I enjoyed it. There were a lot of insightful posts. I tried to read everyone when I could. I didn't realize how much effort it was and how fast people are. Trying to place the images within the body of text just took up way too much time that I had to abandon it. I also didn't realize there was a VOTD until several episodes in. Hopefully I wasn't too much of a pain for our host.

I hope to see a rewatch for the show again. Always weird when a main series gets a rewatch but their spinoffs aren't included. Though I don't think Magia Record needs to be yearly like the Madoka Rewatch.

I am going to miss the rewatch. Feels like it wasn't even that long ago that we started.

[MR] What will you be watching next?

Trying to finish up Card Captor Sakura. Then it is off to Arakawa Under the Bridge. After that I was thinking of starting Fullmetal Alchemist Brotherhood. I probably owe some people a show or two. Also can't forget all the seasonals. Which reminds me the season is winding down so I will have to work on my writeup for that.

Dub 2023 - I like Sayaka and Kyoko. The whole quintet is pretty good. For Mikazuki villa I like Yachiyo and Felicia. The English VA for Felicia is no Ayaneru but she gave the role a lot of charm and was fun. The English VA for Yachiyo is no Tenchan but I think she captured the essence of the character pretty well. Tsuruno was decent. She may have captured S2 Episode 8 moments better than the Japanese VA. However, most parts are not as good. Decent enough most of the time but some moments fell flat. Iroha grew on me. Sana was kind of there. Kanae and Mel were good. I think Ui was pretty good. In fact in some places she was better than Manaka which is impressive. Honestly I could see the voice of Ui being cast as Iroha. That probably would have worked better. Touka grew on me. Started out off but kind of fit into the role. Nemu was great and in some ways better than the Japanese VA. However in the last season I felt she fell off pretty hard which is kind of a shame. English Alina is pretty hit or miss. I appreciate her trying though. Also in the last season you need to have subs on because of all the foreign words she uses. Also I think Ciao wasn't the best choice for the "Bye-Bye Alina Gray" Line. Kuroe was fine but not really Kuroe. Honestly, if they changed English Kuroe to being saved by Iroha I would have believed it. The character felt far more hopeful than HanaKana's version. The other Kuro was pretty good though. I was not a fan of Mitama at all. Momoko had hit or miss moments. Overall just kind of fine. Not a fan of Kaede. Some of the emotional moments were bad. Most times she was fine. Rena I thought was pretty good. Kyubey was really good with the only pain point being the response to Magius. The "No don't stop" just did not land at all. I get Kyubey isn't really emotional but the delivery felt more comical. As far as the Cameo characters like Kanagi I think they were all pretty good.

The dub dialogue felt awkward at times. However, it was more straightforward which I think worked a bit especially in S2 and 3. I feel like they were clear with what happened to Iroha to end up at the Uwasa of the Eternal Sakura. I feel like they mentioned that Touka and Nemu planned to sacrifice themselves. I also think they were clear with Alina's plan. Overall, I kind of wouldn't recommend it. It is passable but the Japanese with subtitles is just a lot better in most cases.

Magia Record (rewatch game)

8 minutes Prologue:

Magia Record game opens up with a prologue of team Madoka fighting a witch. The finishing blow is left up to Homura. As she goes to make it, a mysterious girl pops up to tell her how magical girls can be saved. They beat the witch and celebrate a job well done. Homura thinks what she saw was just her imagination. The girl reappears again to once again provide the same message.

Thoughts: It feels like pandering. I probably thought the same thing when I first started playing. Also, I feel like it kind of spoils some aspects of the story. The teaser trailer at the end of the prologue is pretty cool though.

45 minutes Chapter 1:

Iroha starts having strange dreams about this girl after visiting Kamihama. So, she decides to go there and check it out. She is looking for a witch, then a magical girl and then a small Kyubey. Maybe I missed something but how does she know about the small Kyubey? She saves Kaede who recognizes she isn't from the area. Kaede warns Iroha about how dangerous the city is and how she shouldn't stick around too long. Then Kaede talks about the small Kyubey. Iroha chases down the witch because that is where Kyubey was last seen. Why didn't she say that in the first place? Iroha gets overrun by familiars and passes out (doppel?). As she fades out she sees Yachiyo who isn't all too pleased. Iroha wakes up at the coordinators (Miitama) thanks to the assistance of another magical girl, Momoko. The coordinator gives Iroha an adjustment. Then tells her she saw some of her memories and asks if Iroha remembers what her wish is. Iroha cannot remember. She then rushes off back to the witch to find the small

kyubey again. Momoko follows after. Yachiyo catches her and tells her she isn't welcome. They fight a bit until Momoko arrives. Yachiyo puts them through a test. They fail a few tests but Iroha finally manages to pass the test. Turns out Yachiyo was really after the small kyubey the whole time and noticed that it had a thing for Iroha. Iroha protects the small kyubey and is once again knocked out. She wakes up and starts to remember that the mystery girl is her sister Ui. Then declares she is going to find her sister. The main theme of the game plays and we get a cool little music video. Honestly got chills; crazy to be so nostalgic for a game you only played for a few months, but to be honest one of my favorite things was loading up the game hearing the music play and the different girls saying "MAGIA RECORDO." Okay enough of that back to the story. So Yachiyo's whole reason for wanting the small Kyubey doesn't make a whole lot of sense. I know people complained about chapter 1 being a bit odd. I can see that. Yachiyo wanting to capture the small Kyubey makes sense but not in the way it is framed in the story. It does however explain the even weirder behavior of "testing" Iroha. I do feel the game gives us this idea that Yachiyo isn't all that likable. Maybe a bit heavy handed thanks to Momoko's commentary. After the music video we get back to the story but it is just basically Iroha talking about searching the city for clues about her sister.

1 hour 15 minutes Chapter 2:

So, we open to Iroha remembering a bit about her sister. How they shared a room after she got better. I wonder how Iroha didn't realize that half of her room missing was weird. So, she is off to the hospital to see if Ui's two roommates, Nemu and Touka, are still there. I got a laugh out of Iroha just wandering right into their room. I am sure the nurses were like what is that girl doing. They kick her out. We have a flashback of Touka just being a brat. She is just the worst. Then Yachiyo shows up. Iroha is like you tried to kill me. Yachiyo is all it is cool I am here to warn you about this rumor. It is a little strange after the first chapter. Iroha runs across team Momoko who are fighting. She tells Momoko about the rumor after Rena and Kaede end their friendship. Momoko doesn't believe it because it came from Yachiyo. Kaede introduces herself. A lot of fluff. Some funny moments though. Iroha confronts Rena at the arcade but then Kaede shows up. Kaede apologizes and it taken by the rumor. Rena runs off and Iroha goes to get Momoko. Rena rejoins with info from Yachiyo and decides to recreate the rumor to get taken as well. It works and now they are in the rumor's labyrinth. Rena is eventually taken. Yachiyo shows up and knocks Rena and Kaede out. Iroha comes up with the plan to use unity to beat the rumor since that is the opposite of friendship ending. The plan works and the girls are saved. Rena owes Iroha a favor and goes to the hospital to do some snooping. Afterwards they all get food poisoning from the pudding that Rena gave them. Iroha tells us that Touka and Nemu were discharged shortly after Ui was. However, there was no record of Ui. The chapter ends with Mami snooping around the city and saying it is odd.

Thoughts: Kaede showed up a bit in the previous chapter and so did Momoko. However, Momoko is the only one that we would really care about at this time. It is a pretty quick story.

Good to see Iroha get a decent clue, too bad Rena couldn't extract Touka or Nemu's personal information.

1 hour and 45 minutes Chapter 3:

Iroha has hit a dead end since Rena gave her the information on Touka and Nemu. Kaede mentions that the people trapped by the Rumor were freed. Iroha decides to look into rumors since she doesn't really have any other leads (I don't think she mentioned believing Ui might stuck in a rumor). She asks Mitama for some information. Mitama suggests asking people her age in the area. Iroha finds it difficult but she does. She finds some information out. At the end of the day she is a bit discouraged about how little information she collected. She yells out for a Magical Girl to help her as a joke. Lo and behold Tsunoro shows up to answer the call because she is the Mightiest Magical Girl and that is what the Mightiest does. Tsunoro knows about this rumor, the séance shrine, that lets you see a person you most desire. So Tsunoro and Iroha meet up to look for the rumor. Tsunoro is going to check out the shrines while Iroha looks into a town legend. Turns out legend is simply a marketing scheme but Iroha goes through it anyway. At the end she collects all the stamps, but can't see the map because it was supposed to be done in pairs. She screams oh no and then Yachiyo shows up. Yachiyo has the B side so the two work together to get the map (Could wrap up the chapter starting here.) The two end up at the shrine and turn in their cards. The attendant asks them to confess their love and get a matchmaking charm. Yachiyo is embarrassed. Yachiyo and Iroha bond a bit. Then Iroha goes home. She sees a shrine on top of the building while riding the train. The next day Iroha and Tsunoro decide to split up again with Iroha looking for the mystery shrine. Iroha runs into a witch and is saved by Yachiyo. Yachiyo is displeased at Iroha for getting into trouble. They work together to fight the witch though. Yachiyo is impressed by how much Iroha has grown. They leave the witch to save some people she captured. Then pursue the witch again. Iroha finds that her and Yachiyo are on the same page and Yachiyo isn't some selfish magical girl. They end up at a supermarket and beat the witch. Yachiyo gives Iroha the grief seed and mentions if the soul gem gets too dark something bad will happen. Clearly, she knows. After the fight Yachiyo tries to get Iroha to help her shop. Then an announcement is made for 30-minute savings. Which gives Yachiyo the thought that the rumor might be time sensitive. So, they make plans to meet up at the shrine at night. Iroha tells Mitama the good news the next day. At first, I thought this was just kind of fluff but *HUGE SPOILER* Mitama is saddened by how many girls are going. She does adjustments for the Magius so she likely knows that this rumor is a trap for Yachiyo. Thus, Mitama is feeling guilty about being complacent and not telling them what is going on. *END SPOILER* They meet the next day and go to the shrine. Iroha and Yachiyo use planks to write who they want to see and go in while Tsunoro stands guard. Ui turns out to be a fake. Yachiyo falls for fake Mifuyu. Iroha shows up to save her then give Yachiyo the grief seed. The Uwasu shows up. They try to fight it but nothing is working. Tsunoro suggests that maybe their magic doesn't work but curses will. They try to run. Yachiyo begs Iroha not to give in. Iroha unleashes her doppel and defeats the Uwasu. Tsunoro believes Iroha found a new technique. Yachiyo is a bit concerned and confused. Mami shows up thinking Iroha is a witch. Iroha protects her friends

and fights Mami. Luckily Momoko shows up to scare Mami off. Then Iroha spends the night with Yachiyo where they become partners in hunting rumors (Yachiyo refuses to admit they are partners.) Tsunoro then shows up and mentions Nemu is a regular at her dad's restaurant. Iroha then recaps the events and mentions she feels she is getting closer.

Thoughts: This chapter really builds up Iroha and Yachiyo's characters and their growing relationship. It goes on a little longer than it needed to but really builds up their characters during that time. Also dropping some hints on major points later on. We also get to meet Tsunoro who I really like. We see Ui in the shrine and at least get a hint that she does exist on some level. Mami shows up but I feel her involvement is confusing. She thinks Iroha is a witch but doesn't back down leading to a weird fight. Momoko shows up which is nice to keep her involved in the story after her groups little arc last chapter. I also like how the ending of this chapter establishes the rumor hunting team but also keeps Yachiyo trying to be distant. It is clear at this point that Yachiyo is pretty much all in on caring for Iroha.

2 hours Chapter 4:

We open up the chapter with Iroha becoming a regular at Banbanzai (Tsunoro's family restaurant). Turns out Nemu only shows up like once a month. Regular yes but not what they had in mind. Yachiyo suggests looking in the phonebook. They find a lot of matching names and Iroha is off to check them. Needless to say, Iroha comes up empty. Iroha then talks to Yachiyo about how she hit another dead end and will just have to wait at the restaurant for Nemu. Yachiyo laments that she has 0 clues on finding Mifuyu. Then expresses concern for Iroha always travelling to Kamihama. Iroha mentions her parents are moving and she will be transferring schools. Yachiyo is shocked that Iroha wouldn't tell her friend...boss such big news. Yachiyo offers Iroha a place at her boarding house. Iroha goes to sleep only to wake up to more papers. She rushes to Yachiyo. The two begin to look for info on the rumor. Iroha runs into Felicia while Yachiyo runs into Kyoko. Kyoko brushes Yachiyo off. Felicia tries the same to Iroha but decides to stick around since Iroha bribes her with Dinner. Iroha and Felicia run into a witch and Felicia goes berserk. They meet up with Yachiyo have a humorous exchange before heading back out to investigate the rumor. Once again, they run into the witch. We get Felicia's backstory about how she wants to get revenge on witches for killing her parents. They see the rumor creature and find out about their misfortune. Magius shows up to stop them from destroying the rumor. Yachiyo talks to Felicia for a bit. Then Felicia then switches sides. Iroha is all distraught about this but it turns out Yachiyo set the whole thing up. Yachiyo did enjoy Iroha's

reaction. Tsunoro returns from tailing Felicia. They follow Tsunoro. Felicia shows back up saying she switched sides for real and isn't pretending. She doesn't care about the rumor. Iroha convinces her otherwise. They head to the Wings of Magius hideout and Kyoko shows up. They fight the wings. Two white feathers show up. They reveal themselves to be Tsukyo and Tsukasa. The Amane twins. They fight with flutes and because they are in a sewer the sound attacks are pretty effective. Tsunoro and Yachiyo hold off the twins and feather while Felicia, Kyoko, and Iroha go to take on the rumor. The rumor makes bad things happen which makes it difficult to fight, like Felicia gets hit by boulders. Felicia launches herself at the Uwsa then golf swings it to Iroha and Kyoko who take it down. With the rumor gone the Amane twins have failed. The twins decide to continue fighting only for Mifuyu to show up and stop them. Tsunoro and Yachiyo are excited, but Mifuyu has no interest in returning to them. Mifuyu states she is a Wing of Magius now and they are enemies. Mifuyu and the twins leave. Yachiyo just lets them. Before they go, Iroha asks them about Ui. Mifuyu doesn't recognize the name but says it is possible she is a wing of magius. They walk Iroha to the train station after everything is all over. Yachiyo is surprised Felicia is following them. Yachiyo offers to house Felicia if Felicia will exclusively work for them. She also gets a job at Tsunoro's restaurant. Then Yachiyo makes the offer to Iroha and goes with Iroha to talk to her parents. Yachiyo is surprised by the half room and comments that whatever Ui is involved in is more than some disappearance.

Thoughts: This is kind of a long chapter but not much happens. We get Felicia my favorite girl and introduce the antagonist in the wings of magius. We spend a whole lot of time with back and forth. Such as Felicia being a traitor then not then a traitor again then not, the amane sisters winning then losing then winning, and finally the Uwsa fight that is unsuccessful until it is. I feel like you could cut out like 45 minutes to an hour and hardly lose much. The wrap of the chapter is a little neat. Wish Yachiyo and Tsunoro were a bit more impacted by Mifuyu showing up then claiming to be their enemy. Iroha doesn't make much progress in regards to her sister. Nemu is a dead end. We already knew about the weird room and the possibility of her being involved in a rumor. They do mention that she may be involved with Magius in some way. Yachiyo and Iroha's relationship continues to grow. Yachiyo has dropped the pretense and admitted to being Iroha's friend. We can see she is still a bit guarded though. The moving seemed weird the first time I played through this, but it seems they had plans to have Iroha transfer before the events of the game.

(. Iroha then runs across a station with water. Her, Kyoko, and Felicia all drink the water. Later she heads to Yachiyo's place.)

2 hours and 45 minutes Chapter 5:

Chapter opens with Homura recalling her conversation with Ui. Madoka asks why she is spacing out. Then we cut to Iroha who has finished moving in. I wonder where Felicia got stuff to furnish her room. Yachiyo invites Iroha to go out shopping with her. They mention picking up ice

cream because Felicia ate Tsunoro's grape flavored one (Is this a reference to Felicia's training story?). Iroha and Yachiyo try to get Felicia to help with dinner. Iroha spaces out reminiscing about friends at school and then memories of Ui, Touka, and Nemu. The infamous your chances of pulling a 4*... I mean finding a best friend is .000004%. Yachiyo snaps Iroha out. After dinner Iroha reminds them they haven't run into the Wings for a while. They decide to take a look around town to see if they can find anything. The next day Yachiyo tries to get Felicia to school. After school they check out Chou ward and here some talk about the Radio Wave Girl rumor. They decide to further investigate this. Back at the boarding house Yachiyo dries Felicia's hair. A humorous moment of Felicia falling asleep and them poking her. Iroha then gets a strange text from an unknown number. The next day at school Iroha ask Momoko, Rena, and Kaede if they know anything about the Radio Wave Girl rumor. Momoko says she will look into it. Momoko gives Iroha some information about how the rumor comes from a website. Iroha meets up with Yachiyo at the Radio tower where they see a girl who has a witch's kiss. They follow her and find that she is planning to jump. They try to stop her but fail. Luckily Madoka has arrived just in time to save the girl. They then fight the witch. Once the witch is defeated they find out that the radio wave girl goes to Mizuna Girl School. (How did Iroha know that she just moved there?). Yachiyo offers Madoka to team up with them while she looks for her friend. Felicia tries to get out of helping but is caught by Tsunoro. Tsunoro tells Felicia not to worry because they are going to do something exciting, kidnapping is exciting. So, they kidnap Tsuyko and take her to a place to get drinks. Felicia steals Tsunoro's drink and Tsukyo offers up her own. She then tries to flee. Felicia chases after while Tsunoro pays the bill. Felicia yells out for help that Tsuyko is a dine and dasher. Homura hears this, transforms, and pulls a gun out on Tsukyo. They get some info and meetup with the rest of the group. Yachiyo has Iroha respond to the texts. The unknown texter turns out to be an Uwasa AI who has trapped Sana Futaba. The Uwasa wants to free Sana and be deleted. They go back to the tower to enter endless Solitude. The group splits up. Iroha, Madoka and Homura go into the rumor while the rest go to the heliport across the way. A bunch of talking with Ai chan and Sana. Then Alina shows up and unleashes her doppel to fight them. She stops to leave because she doesn't think they can beat the Uwasa after fighting her. She wants them to choose their own demise. Sana agrees to leave which causes Ai to go crazy. They fight her. Homura freezes time so Sana can deal the final blow. Once out the team runs into Alina again who is pretty disappointed the trap failed. So, she has the Amane twins attack them. Yachiyo has Felicia chase down Alina. Alina unleashes a witch on Felicia. Madoka and Homura go to help Felicia. Felicia beats the witch and starts Fighting Alina. Sana helps in the fight because she promised Ai that she would. Long story short they beat Alina and the Twins. Mifuyu shows up to keep Alina from going even more berserk. The group once again flees. Sometime later Iroha is at school telling Momoko about what happened. Sana was a bit reserved at first but once they bought mugs for everyone she started to lighten up. She goes back home to say goodbye and they haven't even noticed she has been gone. The chapter ends with Iroha reflecting mostly about the fact Ai said Ui was an Uwasa.

Thoughts: This is a long chapter. Not much important happens in the first bit and there is a ton of padding at the end as well. We do get a lot of Sana's story though. We are introduced to Alina. Homura and Madoka are prominently featured in this chapter. This is the first time the

Wings of Magius are seen using witches. I always felt the kidnapping scene while funny was pretty awkward. I do enjoy the little bits with Yachiyo trying to rein in Felicia. I also like the bits about the mobile game they play. The fighting at the end just kind of drags on though.

3 hours Chapter 6 (Where S1 of the anime ends):

We open the chapter with Mifuyu and Alina talking. Mifuyu explains what is going on with Yachiyo's group. Alina apologizes for being so hard on them. Mifuyu thinks they can get them to switch sides. Back at Yachiyo's house, Tsunoro and Felicia are fighting. Tsunoro says she won't help Felicia with her homework. So, Felicia volunteers Iroha. It does not go well. Tsunoro steps in, while Iroha talks to Sana. Sana wants to get coasters as a thanks to Yachiyo. They get the coasters and decide to surprise Yachiyo. Iroha is supposed to give the signal for everyone to jump in or something. However, the person who arrives is Mifuyu not Yachiyo. She tries to recruit Iroha but is turned down. She then asks Iroha to at least hear them out. So Mifuyu invites her to a lecture on the Wings of Magius. Yachiyo shows up. Yachiyo tells Mifuyu to leave. Everyone else shows up with various reactions. Mifuyu leaves but first she needs to talk to Yachiyo alone. So, the two step out. The she telepathically tells Iroha to spread the word about the Lecture. Mifuyu then tells Yachiyo she has gotten too close to everyone and to remember what happened a year ago. This puts Yachiyo in a bad mood and she distances herself from everyone after Mifuyu leaves, no coaster gift. Iroha at school tells team Momoko what happened. Rena and Kaede confront Momoko about keeping secrets herself. Momoko takes Iroha to Mitama's to see if she knows anything. Mitama does not. However, Kaede calls saying that they saw the Rumor spreader at the arcade. Iroha rushes over. Mitama then tells Momoko to tell Kaede and Rena the truth. Iroha gets to the arcade and they see the rumor spreader. Iroha offers to have Kaede and Rena join her for the lecture but they turn her down because they already have plans with Momoko. Iroha goes back to Banbanzai to relay the info. We get a funny scene of Felicia and Tsunoro serving customers. Then Tsunoro's dad gives them a break because Iroha is starting to talk to herself. Sana apologizes for making Iroha look like a crazy person. The group then talks about the rumor. Felicia wants to check everywhere for it. That inspires Tsunoro to suggest checking various museums that may have a connection to memories. Tsunoro's dad pops in saying he knows a place but it is closed down. They all realize an abandoned Museum is the perfect place for a Rumor and thus the mystery is solved. They head home for the day and Tell Yachiyo. Yachiyo runs off to her room. The next day they leave but before they do Felicia and Yachiyo fight. Along the way to the museum they talk about Yachiyo and her bad mood. They get to the museum. Touka, one of the girls from Iroha's memories, greets them. Iroha tries to get Touka to remember her and Ui, but Touka does not. She also mentions that she hasn't seen Nemu since leaving the hospital. Touka then starts her lecture. First, she tells the story of three magical girls where one gets their soul gem broken. Then she tells the story of 5 girls where one's soul gem goes dark causing her to transform into a witch. Tsunoro tries to interrupt as she realized something. Sana and Iroha get really quiet. Felicia gets really upset because all this time she has been killing magical girls. Touka mentions how witches are like zombies and you are doing them a favor. Then she talks about doppelers

and how she created them. Sana and Felicia are kind of on board at first. Tsunoro mentions that this could be a lie. Touka then reveals it wasn't a lie but it was a trap. They are currently in the rumor already. She denies brainwashing though. Touka rings the bell and Mifuyu then shows them her memories. Yachiyo arrives. Touka at first stops her but lets her in. Yachiyo sees the other girls are out and can't believe Mifuyu. Mifuyu then offers Yachiyo to see the memories as well. Back with Iroha she is going through the motions of the group from the past. They got to some place where the witch is. Kanae joins them. They struggle with the Witch and consider fleeing but get trapped. Kanae then goes to take on the witch so that the others get a clear shot. They defeat the witch but Kanae's soul gem is destroyed. Then we get Mel's portion of the story where she tries to save Yachiyo but her soul gem gets too tainted. She then turns into a witch. Then we get Mifuyu's part where she despairs but instead unleashes her doppel rather than turning into a witch. All the girls are then asked if they want to join magius. Iroha refuses but the rest agree. Iroha then wakes up Yachiyo. Yachiyo tells Iroha that they are no longer a team and then they go to flee. Magius greet them with their brainwashed companions. Alina leaves a witch behind that Yachiyo defeats on her own. Yachiyo tries to take out the Uwasa alone as well but it doesn't go so well. Iroha pulls her aside and asks what the deal is. Yachiyo explains her wish to survive is killing those around her. Iroha doesn't believe her and takes on the Uwasa by herself. She succeeds and the two continue on their way. Yachiyo agrees to Iroha's suggestions but both are being stubborn. Mami greets them at the exit and goes holy mode. Luckily Sayaka shows up to bail them out with a bomb. The whole building comes down but they get away. Iroha tells Sayaka the truth and Sayaka heads home. Yachiyo and Iroha walk home as well. When they get to the boarding house the lights are already on. Turns out Momoko was there to meet them. Yachiyo explains everything to Momoko and the two reconcile. Momoko then offers to help. Madoka texts saying they heard the news and will be going to Kamihama sometime. Iroha and Yachiyo comments that things seemed bleak but with friends from all different places they can make it.

Thoughts: I like how Momoko giving the talk with Kaede and Rena mirrors Yachiyo refusing to open up. Momoko gets rewarded while Yachiyo is punished. I don't like that Touka says she hasn't talked to Nemu. Most will chock this up as a lie but it still weird to me that she says this. Them not recognizing the rumor was a trap when everything was saying as much was also a bit dumb. The only thing I can think of is the overestimated their ability to get out of it. Flashback stories are basically a recap of the Madoka Magica. The game tries to give the reveal the emotional impact without lingering on it too long since many players have likely already watched Madoka. The reasoning for joining the Magius was a bit flimsy though. Sana was just told by Ai not to join them. Felicia still knows they are working with witches. Tsunoro kind of makes sense. Either the rumor has magical influence like the previous rumors and they are all duped or the character legitimately chose one way or another. The game seems to flip flop a bit on how it wanted to handle this. It leaves the other girls joining Magius and Iroha not, as odd. Once again, we see Magius likes to leave in hopes that the wave of witches and rumors will do the job for them. I do like how the chapter ends though with a sad but hopeful ending.

Overall it is a gacha game. There are tons of padding and convenient occurrences to keep the plot moving. The rumors are kind of vague or broad in how they operate at times. Iroha seems to make a bit more progress searching for her sister in that each chapter she brings it up often at fairly inopportune times. The whole Nemu search goes nowhere. We get more flashbacks than the anime and each chapter end with Iroha self-reflecting a bit. I like the arcs that Iroha and Yachiyo take. The other characters seem to take a bit more of a backseat. It makes sense though as the other characters will be developed in their side stories or events.

3 hours Chapter 7:

Iroha recaps a bit of what happened in chapter 6. Touka takes the brainwashed Felicia, Tsuruno, and Sana. Iroha and Yachiyo are cleaning Mikazuki Villa for when they are able to rescue the three of them. Then we are at Fent Hope with Touka and Mifuyu talking about whether the brainwashing is still holding up. Touka thinks it is holding pretty well and decides they should start experimenting on Tsuruno. Alina mentions they have plans to use her for mass murder which cause Mifuyu to flip out a bit. Back with Iroha and Yachiyo they are trying to see if there are any patterns to the location of the rumors. Yachiyo goes to take a bath and Iroha falls asleep while looking at the book. One of the rumors looks familiar to her. Too bad she can't remember after falling asleep. At school Rena invites Iroha to lunch. The three of them talk about what is going on. Rena makes a comment about how much more stress and Iroha will lose her hair. Iroha laughs at the idea of being bald. Momoko later is concerned about Kaede who has locked herself in her room. A classmate tells her about this theme park that is supposed to open. Momoko says it is just a rumor but she would totally go. We then have Yachiyo and Iroha check out Banbanzai to see how Mr. Yui is holding up. Mr. Yui isn't doing well. However, he does mention that Tsuruno stopped by a while ago. She seemed in a daze and not her usual self and left with a parting message about finding a safe place. Felicia was also there but behaved as normal. Iroha and Yachiyo try to figure out what it may mean when the feathers attack. Yachiyo and Iroha defeat them and try to get answers only for the feathers to run away and escape. Iroha then comes up with the plan to attack rumors in order to lure the feathers out. They will try to capture one but they are also going to record the time it takes to respond, hoping that will give a clue as to where the magius base is. Naturally they fail because they don't actually want to hurt other magical girls. So they just sort of shrug when they escape. Yachiyo and Iroha then start back at the beginning looking over the rumor files. There is an empty spot in the east and a crowded spot in the west. They note that this is unusual and go off to check it out. While this is going on Momoko and Rena are going over the Theme park rumor. Back with Yachiyo and Iroha they run into a feather at the medical center. For some reason the White feather was going to have Felicia and Sana attack Yachiyo and Sana. Turns out the brainwashing was removed by Mifuyu earlier. So despite being short lived and lazy story writing the reunion is kind of touching. After Felicia and Sana share what they know, which isn't much. Yachiyo decides they should team up with the head of the east.

We then meet Kanagi who has been having issues with Magius as well and is happy to team up. They share notes and decide to check out the oddity on the map. Turns out it was a trap setup by the twins with the help of Kanagi. Iroha fights them off as best she can. Thankfully Kanagi flips sides and decides to help out because she read Iroha's mind. If she can read minds how was she fooled by the twins? Try not to think about the inconsistencies in her powers. Twins run off and Kanagi says that despite her power she didn't get anything useful. Except she totally did because she found out about Chelation Land. They head to chelation land and honestly it is just a bunch of fights before Mifuyu gives them a hint and lets them get to Tsuruno. Tsuruno isn't her usual self so they hit her a bit. Yachiyo remembers about a time they went to the amusement park. The rest of Mikazuki Villa are finally able to fight their way in to assist. Felicia gathers a spirit bomb and is able to know the rumor out of Tsuruno. They fight the rumor and save the day. Upon returning to the real world Touka and Alina are mad. Then Nemu shows up. She is also mad because she is the one making the rumors. Also Nemu doesn't remember Iroha either. She seems more willing to at least ponder the thought at least but she too is stubborn about Iroha just being flat out wrong. Magius says they will no longer play nice. That is pretty much the chapter.

Thoughts: Chapter 7 is honestly my least favorite. Nothing really happens for the first half and then the back half is a bit more cramped but it is more back to back fights than anything else. Also there is plenty of bad writing. The moment with Felicia and Sana's is touching despite the whole brainwashing and Magius being incompetent. This chapter also makes Magius out to be mustache twirling villains. I do like that Felicia was the one to save Tsuruno. I still hold the opinion that the Anime made the wrong choice in that regard. Nemu's arrival is anti-climactic and she isn't all that interesting in this chapter.

4 hours Chapter 8:

There is a bit of recap of what happened in Chapter 7 to start. They then talk about planning on what to do about Magius. Yachiyo runs into Ren who has been attacked by black feathers. It is pretty obvious that Magius has declared war on all magical girls. Mikazuki villa gathers at Kanagi's work (a maid cafe). There are some funny moments. Kanagi almost makes Sana cry. Then Mami shows up to officially announce they are declaring war and it is all Iroha's fault. So they decide to split up and rescue magical girls around the city and redirect them to the coordinators. Iroha decides to go off searching for the rumor she made, Eternal Sakura. Sana tags along as well. Yachiyo fights some Wings of Magius and notices they are acting differently. She plans to meet up with Kanagi but loses cell access. She also runs into another magical girl along the way. She helps the girl out then directs them to the coordinator.

Kaede, Rena, and Momoko all have similar situations. There are some funny moments but it is basically just a means to introduce the other magical girls to Main Story. Momoko then convinces Mitama to spill the beans as to what is going on in the city with witches and Magius. It is a bit of a longer conversation.

After that it is Felicia's turn to rescue some magical girls. She causes some confusion by poorly explaining the situation. Thankfully Tsuruno finishes rescuing a magical girl and is able to assist. Felicia initially protests, worrying that Tsuruno will go rumor again. Then it is Kanagi's turn which loops back to her meeting up with Yachiyo after finding out phones are down. They plan to capture a black feather to read their mind to find out why they are acting like Zombies. Yachiyo thinks a rumor is involved. This turns out to be a trap laid out by Mami. Mami and a bunch of feathers fight Yachiyo and Kanagi. We then get a flashback of Touka and Nemu making the rumor to force the feathers to kill other magical girls. The receiver of the pendant removes free will and emotions. We go back to the coordinators where Mitama explains some things. Felicia and Tsuruno leave to help out Yachiyo and Kanagi. They are able to assist with freeing the feathers from the rumor but the feathers continue to fight overwhelming them. Yachiyo is able to connect with Mami and free her from the Robe Rumor. I think this is the first time we get a hint as to the nature of Yachiyo's power. Back at the coordinators Mitama continues her lecture. Nanaka asks Momoko what their alternative is to Magius plan. She doesn't have one but they will think of something. This is enough for Nanaka and they head out to assist Yachiyo as well. The remaining magical girls lament their fate and have a little therapy session. With the calvary finally arriving they are able to drive the feathers back, defeat the rumor, and rescue Mami who is taken back to the coordinators.

While that is all going on Iroha and Sana are up in the woods. They find the Sakura rumor. They also happen to run into Touka and Nemu. The four start to fight each other with Sana tanking a spirit bomb. Touka is about to finish them off when Eternal Sakura rumor slaps her to protect Iroha. Iroha says "SEE." Nemu decides that the rumor protecting Iroha means the least they can do is let Iroha explain. Iroha then proceeds to tell them about their time at the hospital. We get to see how the girls came to form as simple curiosity for the city they could only see from their hospital window. Nemu and Touka both agree that was a waste of time and go back to fighting. Alina shows up because the plot requires that Iroha and Sana not die. Alina proposes they feed her to Eve simply because she is curious about Iroha or something. Touka and Nemu agree because they would rather not have to go against their own rumor and what is a few more hours of Iroha being alive. Luckily Sana went invisible and they forgot all about her. Surprisingly not a plot hole considering Sana's power is supposed to erase her presence rather than just turning her invincible. Are they consistent with it? No. You would think the chapter would end here. Seems like a good stopping point but it continues. Sana tells Sakura to let her friends know where she is going. Sana then goes to infiltrate Hotel Fent Hope on her own.

Later Mikazuki Villa makes it to the Rumor of the Eternal Sakura. The Rumor explains what happened to Iroha and about the magius base. Mitama says she is switching sides and laments a bit. Everyone else is like this isn't really the best time to berate Mitama. Mitama offers to guard the entrance to Magius base. She has been working with Kanagi on ways to fight without magic. They agree and head to Hotel Fent Hope. End chapter? Nope. We then get to see Touka chatting with Iroha in some kind of bird cage. Touka then locks up Mifuyu and the Amanes in another part of the hotel. The Amanes naturally feel betrayed as they gave their all for the cause. Mifuyu tells them to calm down if they move too much they might lose connection to their soul gems. Finally we end the chapter off with a Walpurgisnacht tease and the Holy Quintet having a moment.

Thoughts: This is a long chapter and if I recall there were multiple paths you could take. So the story could be a bit hard to follow depending on which character's path you decided to go down. The chapter is definitely padded but I feel there is a lot of story told in this chapter as well. A large portion of the chapter is essentially spent introducing us to the game's side cast. You probably could get away with keeping them out of the main story but it is a gacha game. Considering what is to come it makes sense. Also this chapter would have been featured months after the game came out giving players plenty of time to get familiar with these characters and if they didn't, well now they get introduced to them in hopes that they will pull on their banners. I do like that Felicia was trying to be respectful of not burdening Tsuruno. Just further solidifies my stance that the anime should have had Felicia take the role of saving Tsuruno. I do like Yachiyo and Mami's connection even if it comes at the expense of the Mitakihara cast. Mitama's bit doesn't do much for me. I did find it amusing that she basically recaps the story from Iroha and gang's perspective. Also I find it pretty lazy that Yachiyo and Momoko don't really offer a solution but everyone is just okay with that. The emotional moment with the weaker magical girls lamenting their fate was kind of nice but it could have been done better. They get over becoming witches pretty quickly and most of their concerns were touched on in the Madoka anime. The end of the chapter drags on a bit. It is already a long chapter so I am not sure why they had to drag it out even further. Especially considering some of this could have been saved for the next chapter or just cut altogether. Like the Soul Gem reveal with Mifuyu and the Amanes really could have been removed. I feel it would have more impact if the reveal came in the next chapter. Speaking of, I find it amusing how the game slowly introduces the lore particularly in regards to the nature of a magical girl yet still seems to operate like you have watched Madoka already. I appreciate the effort to make Magia Record beginner friendly but it is hardly consistent with it and more frustrating the reveals are often lazy and anti climatic. They just don't carry the emotional weight that they do in Madoka. This is also an issue that the Anime runs into as well. Easily the worst part of the chapter is the zombie Magical girls. It just further pushes the Magius into being irredeemably evil as well as making the feathers position difficult to understand or relate to. I still think this chapter was an improvement over 7 but it has some major issues.

3 hours 30 minutes Chapter 9:

So we open the chapter with Iroha doing a little recap of events. Sana is sneaking around the hotel but they isn't as invisible as she would like. She beats up a feather and steals their robe in order to get to Iroha. She reveals herself too early getting them trapped. However, they can just break through. This isn't ideal as it causes the rumor to show up and fight them. They travel around a bit exchange a few words before running into Kyoko. Kyoko helps out but they get cornered and Iroha is captured.

Yachiyo arrives at Hotel Fent hope. They strategize a bit and head in. Once again they chat with a feather a bit before splitting up to find Mifuyu and Iroha. They find Mifuyu in an upper floor with the Amane's but they aren't responsive. Kanagi explains about the soul gem distance aspect. They decide the best way to get closer to the person running around with the soul gems is to jump out the window. Momoko, Rena, and Kaede take the lower floors to try to find Iroha. They

talk to a feather and convince them to switch sides before blasting through the floors to rescue Iroha. The feathers decide to split Iroha and the souls gems up so the chase begins.

Iroha has a chat with a feather about her sister. The feather believes in the liberation and owes to her sister who turned into a witch to see this through (Foreshadowing). Kyoko and Sana are on their trail. They finally are able to corner the feather with the soul gems with everyone meeting at the first floor. Sana attacks the feather then Yachiyo and Mifuyu retrieve the soul gems. A white feather then goes on about how it isn't just about being a magical girl but also the discrimination against those who live in Daito. Kanagi hears them out. After rescuing Iroha the Uwasa shows up to blow them out of the Hotel. For story reasons, Mikazuki villa is able to hold on enough to stay inside whereas everyone else is blown outside. Mifuyu, now outside, tells Yachiyo telepathically that she is going to destroy the hotel so take cover. Alina unleashes some witches to stop inside and outside teams. Outside magical girls struggle until Mami and the rest of the Holy Quintet show up. Then Mifuyu uses the Amane's to relay a message to all feathers to abandon ship.

Back inside Iroha and Yachiyo beat up feathers while also feeling bad for them. Then Magius shows up to say they give up and Iroha has won. Turns out they are clones from the Mirror Witch's labyrinth. They defeat them before proceeding further but they have to be cautious because Magius likely has traps for them. Mami shows up to help lead them to the chapel. Kyoko then shows up to drag Mami back out. A bunch of fighting against the rumor that eventually leads to Mifuyu casting an illusion on herself to use all her magic. This works and destroys Fent Hope but also cracks Mifuyu's soul gem.

Mikazuki villa + Kanagi run into more clones from the mirror witch. They address their personal growth before defeating their clone. Except for Kanagi who still holds largely the same feeling just now isn't the time because "reasons." They proceed on to the chapel where Magius is. Turns out it indeed was a trap as they are slowly sapped of their strength. They get to meet Eve who has been mentioned for some time. They also see that impurities are absorbed by it. Then Nemu explains Eve is a half witch and will only become whole after consuming Walpurgisnacht. Also, there is a bit with Alina curious if Iroha has come to her senses. Iroha is still the same. Alina is disappointed but they all agree not to kill them. Instead Touka decides to kill some time while they wait for Mifuyu to destroy Hotel Fent Hope by delivering exposition. We finally learn what Kyubey has been using Magical girls for.

After that is over Eve is freed. Everyone outside is in shock. Magius gloats for a bit. Iroha tries to stop them. Eve picks her up and just kind of stares. Sana rescues Iroha. The two note that the Sakura branch that Sana had received earlier is in bloom now. This can only mean one thing.

Thoughts: I like this chapter much more than the last two. In fact I like this chapter a decent bit. Sure it is padded with some lazy writing such as the exposition dump towards the end of the chapter, or the character moments with the clones, or how Alina and Touka flip flop on what they plan to do with Iroha. Though I generally do think there are some good ideas here and some

good character moments. I particularly like the end of the chapter. I also like Sana's little rescue mission. I really feel her character got a chance to shine this chapter. One pain point of this chapter is that the feathers finally get a chance to tell us their side. It is way too late in the story for that. Considering we just passed murder theme park and zombie megucas it is really hard to sympathize or understand their position. It is also annoying that once again the heroes just don't have a counter to the arguments. I feel they really should have made an effort to introduce the feathers' motives back in chapters 5 through 7 rather than waiting until the second to last chapter. Also they are still expanding the lore this late into the series. To be fair Madoka did the same thing but even then the whole Entropy bit wasn't this late. The earlier parts are kind of fast with a lot of characters moving in different directions, so it can be a bit hard to follow at times. This is a small complaint though. Interesting chapter and we are heading to the endgame.

4 hours Chapter 10:

So we pick up where we left off. The eternal Sakura branch is in bloom. Iroha pieces together that Eve must be Ui. Sana suggests that since Magius was adamant she is a half witch, Ui can still be saved. Yachiyo lectures Touka a bit. So in the game it seems what they are going for is that Eve may save magical girls but she leaks impurities which will cause misery to everyone else. Iroha explains the situation to everyone else. The fact that the branch bloomed does cause a bit of conflict with Magius. Nemu is able to mental gymnastics her way out of it. Magius then leaves. Magical girls are fighting familiars all over the city. Mitama gets a message from the Amanes about Mifuyu. Touka and Nemu discuss what they heard from Iroha back at I presume Touka's place. Alina mentions that something is off about how they all come together. She thinks Iroha is the key in all that which is why she has helped Iroha.

Iroha and the rest try to stop Eve but are a bit conflicted on how to handle things. However, as Eve jumps around causing massive earthquakes and crushing everything in her path, it becomes clear they have to take her as a serious threat and not hold back. They try to tie her down but fail. Tsuruno gets frustrated because it looks like Eve is going to jump towards banbanzai. Luckily, Felicia hits Eve with her hammer causing her to forget which direction she was going. Felicia notes that there was a glow when she attacked. They reason that Eve distributes magic across her body which may be the key. This continues for a while leading to them expecting the gems may be a weak point. The Amanes who have been helping Mitama clear up familiars relay this very message to Iroha. They are unable to stop Eve from reaching the city. At the city, they are able to pin Eve down for a bit. Eve launches an attack that sets the city ablaze. However, Iroha is able to land a solid hit and reveal Ui in the largest gem.

Magius finally shows back up again. They don't understand who that girl is and are pretty conflicted as to what is going on. They aren't going to stop though. Whoever that girl is she is simply a necessary casualty in all this. Iroha launched herself towards the gem. Touka tries to stop her with a bit of whining. As Iroha slips, little Kyubey is able to jump towards Ui. With the two now touching, The memories of Ui explode out of Eve.

We get to see how things played out in the past. Touka found a book from her Uncle about magical girls. Ui is mysteriously getting better. One day they are attacked by a witch and Iroha fights it off. Touka then tries to capture Kyubey to find out all his secrets. The next day Touka arrives just in time to hear Ui complaining about how whatever Iroha is doing is causing her to be miserable. Touka explains Iroha is a magical girl and all the entails. They then hatch their plan to steal Kyubeys power with their wishes. Needless to say it goes wrong. Luckily Alina was around. I think in her magical girl side story you see how she ended up in the hospital. The game informs us that she was found by Touka and Nemu and brought to the hospital. Alina seals off UI, who is being consumed by impurities. Nemu then removes Ui's soul and puts it in little Kyubey to save her. This erases Ui from the universe. Alina's memories adjust and she convinces the other two that she was always a part of their plan.

Back in the present, Touka and Nemu work with Iroha to free Ui. They succeed but Ui isn't waking up, at least until they all cry out for her. Now Ui is back so they take a moment to chat about all the awful things they did and apologize. Ui then thanks everyone for saving her. Spirits are high since Eve is practically defeated. Everyone decides it is time to help with Walpurgisnacht now. Things aren't going well at Walpurgisnacht. They have been fighting in waves but making no headway other than keeping the witch at bay. Back at Eve it turns out she isn't falling apart without Eve like they thought. Turns out Alina is protecting Eve by putting a barrier around it so the energy does seep out. Time for Rumor Alina. Nemu sacrifices herself in order to stop Alina. Everyone is sad about Nemu. Despite beating Alina, Eve still isn't falling apart. So Little Kyubey sacrifices themselves in order to fuse with Eve to stop the rampage and allow the possibility of an automatic purification system. Now it is onto Walpurgisnacht for real this time.

We get a brief cutscene to recap what had happened previously. We are now into the final stretch, the "Last Magia." Everyone is pretty tired from tried to hold off Walpurgisnacht and the city isn't doing too well. Iroha hopes they can be the calvary but even they are worn down. Luckily Madokami intervenes by sending her feathers down. This gives everyone a power boost and helps them recover their magic. Thus begins the city wide Wombo Combo. Felcia erases her memories. Then a couple gives her new memories to lead her to the park. Then a few girls use taunts to pull her along while everyone else distracts her. They get to the park and tie her up. Then Ui collects all their hopes, Touka converts it, and Yachiyo makes a giant spear. Then Iroha fires it while Homura has them in time stop. There are some cool little cutscenes throughout. The sky explodes and a beam of light disintegrates Walpurgisnacht. She has finally been defeated. Now they can get their happy ending.

Well not quite yet as there is still a bit of wrap up to do. Magius still has to own up to their crimes, little Kyubey is missing, nemu is injured, and there are still girls back at Mitama's place. So the first order of business is to head to Mitama's to see Mifuyu. Despite everyone trying to avoid mentioning it, Yachiyo figured out that Mifuyu had tried to sacrifice herself. The game then

skips ahead to Iroha and Ui packing their things to move into Mikazuki villa. Iroha's Parents haven't quite left for overseas yet but it is fast approaching. They arrive at Mikazuki villa where everyone shows up, even Mifuyu. Turns out Iroha was able to restore her soul gem with her healing magic. So we get a little flashback of what happened at Mitama's before returning to the present. Everyone is meeting at the park to hear Magius out. Touka and Nemu are already at the park talking. Nemu is okay just in a wheelchair. We get a funny moment with the Amatsukami's being thrown off by how to address these two kids who are no longer their bosses. Once everyone arrives the meeting starts. The game skips this and transitions to Madokami talking about how Magia Record is the one timeline where her and Homura can be together. She intervened but is worried the record will fall apart. Then it is back to Iroha, Ui, Touka, and Nemu heading towards the Eternal Sakura. There the tree is finally in full bloom. Also little Kyubey is there. Iroha says she wants to work hard for their future together.

Credits roll. It is a nice song with screenshots from the game while the magical girls of Kamihama post messages in a group chat. The second half trades out the ingame screenshots for character art and memorias. Then we get the artwork of the Mikazuki villa. THE END



Thoughts: The chapter is filled with conveniences, cop outs, and Deus Ex but that doesn't keep it from being a high point for the series. In a way it is a little unfair, this is the big payoff and things start to come together. Then you add in the improved backgrounds, art, animated cutscenes, and hype music. It is easy to see why this is such a strong chapter. That is not even accounting for how in game the fights were great and it all culminated in a server wide Walpurgisnacht raid battle. They did a good job on this chapter. Enough so that I can forgive the lazy writing.

Overall Thoughts:

I started this project back in fall of 2020. It was after the NA server had closed. I decided to do a rewatch of the anime and game while making notes on the similarities and differences between the two. At the time only Season 1 of the anime was out which is why the game section stopped at Chapter 6. Also not long after that, I discovered Raz's videos reviewing the anime and discussing the changes. Raz and much of the community are far more knowledgeable on Magia Record than I am. I kind of felt it was a bit pointless to continue. However after the anime, I wanted to write my thoughts and proposed changes for the series while also leaving room for some analysis. With Season 2 and 3 being so different from the game, it gave me an excuse not to continue rewatching the game story. I did try to get back to the length of the videos and chapter 7 was a bit of a wall to get past. The anime rewatch motivated me to revisit this. It may have taken a while but I finally set aside the time to complete the game portion of the story as well.

As to my thoughts on the game. It is no secret that I prefer the anime. Part of it is because the anime wasn't just my introduction to Magia Record but to Madoka and Shaft in general. I think the first season does a great job of condensing the first half of arc 1 while having some beautiful backgrounds and art with some solid directing. The game story for arc 1 is incredibly padded. Plot points are picked up and dropped constantly. The game drip feeds lore. The first half is mostly fine if a bit silly at times. The second half though makes Magius comically evil while also largely incompetent. The whole brainwashing and zombie Megucas just doesn't sit well with me. I really don't care for chapter 7. I think after 8 it does get a bit better and it finishes strong. I think both anime and game provide different experiences and can be enjoyed separately. So despite complaints I do like the game story.

Ranking of the chapters 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

CH10 - Obviously. They pulled out all the stops and it ended strong. It has its flaws and they are big ones but the impact and emotions are all top notch. I also like that nearly everyone got a moment to shine.

CH6- Despite this being the point where the story changes gears a bit and Magius becomes clear villains, I still like this chapter. In fact it may be one of the few times the game is better than the anime. Yachiyo disbanding is more of a gut punch. Iroha's big moment is more fleshed out. Yes it is a bit cheesy and the payoff isn't good but that is more an issue of future chapters. Also the reveals are more emotional as well.

CH9 - A lot going on with different paths but more coherent than chapter 8. Sana gets a big moment which is nice. We also get to hear the feathers' side even if it is a bit eyerolling at this point.

CH5 - What can I say. Sana has a good story. This chapter is pretty padded. I did appreciate the attempts at humor.

CH2 - Feels like the story gets off the ground in this chapter. The pieces are being laid down. Momoka, Rena, and Kaede are a fun cast. My main complaint is how Yachiyo is handled in this chapter but if you ignore the first chapter it is largely okay. Maybe I like it because it is a short chapter.

CH3 - Tsuruno is a lot of fun. This chapter really starts to develop Iroha and Yachiyo as characters. The doppel twist was cool. Also it feels like Iroha makes real strides towards her goal. However the chapter is pretty padded. There is quite a bit of back and forth that is needless. The first half is honestly a bit boring. The second half is strong though.

CH4 - Really padded chapter. Too much back and forth. Felicia is my favorite character but we don't really find out much about her. I don't care for how the rumor is presented or resolved. We do get introduced to the Wings of Magius. This is kind of the chapter where Iroha's progress starts to stall.

CH1 - I really don't care for this chapter or the prologue. Maybe it is because the first episode of the anime is so amazing. Yachiyo just feels like such an inconsistent character at this point. Momoko also feels a bit off as well. It just feels like chapter 2 is a better start to the story. At least we get to hear the game OP in this chapter.

CH8 - Zombie Megucas is really dumb. The whole trying to kill all the magical girls is also pretty dumb. Not to mention with all the branching story lines this chapter can be hard to follow. It does have its moments with Kanagi, Yachiyo, and Mami. It's really the end of this chapter that salvages it somewhat.

CH7 - The first 30 minutes of this chapter feels pointless. Iroha as the leader is mostly just told what to do which feels like a waste. The whole brainwashing and how the team is reunited is incredibly lazy. The chapter does pick up in the back half. I think the Tsuruno parts aren't bad and I kind of like the resolution. Which is then immediately followed up with the weak Nemu reveal and then just a ton of Magius nonsense. This chapter was so difficult to get through.

Magia Record Manga

With my rewatch of Arc 1 main story coming to an end. I figured why not check out the manga to compare as well. I have read through the first two volumes in the past. From what I recall it

follows the game story pretty closely. So it is possible, I may not have much to add in this read through. It is possible that Fujino Fuji diverges the story a bit.

Volume 1

As expected this follows the game story pretty closely. The beginning adds a bit more context as to why Iroha is going to Kamihama. Ever since meeting a small Kyubey she has been having dreams of this girl. She has breakfast with her family and accidentally makes an extra plate. Before heading out, she tells her mom she will be stopping in Kamihama for a bit. Thus we pick up with the start of the game story. Run into a witch labyrinth. They translate it "ward" in this which is weird to me. She meets Kaede. Kaede is all "I saw the little kyubey go that way." Iroha gets beat up by a familiar and rescued by Yachiyo. Momoko finds her and takes her to the coordinator. Mitama does an adjustment. Then asks Iroha what her wish was. Iroha rushes off to find the little kyubey again only to run into Yachiyo. It is nice that Iroha vs Yachiyo fight is expanded upon. Momoko arrives just in time. Yachiyo challenges them to a race. Little Kyubey shows up to help Iroha but even with its help they lose. Yachiyo throws them a bone if Iroha can beat the witch on her own. Iroha does. This is another fight that is expanded upon although it was actual gameplay in the game. Turns out Yachiyo knew Iroha had it in her the whole time. Her true intention was to nab the little kyubey for herself. Iroha protects it only to once again be knocked out. I think the expansion on Iroha's memories is nice. Interesting how game and manga have Iroha make the wish at home whereas anime seems to imply it was made at the hospital. That is basically all of Chapter 1. Turns out the manga goes into the start of Chapter 2 as well. Considering how long the later chapters can get it would be impossible to do 1 chapter to 1 volume. So the remaining part of this volume is Iroha running into Yachiyo on her way to the hospital. Yachiyo warns her about the rumor of friendship ending. Then Iroha runs into some people ending their friendship. You know who else used to end friendships...Himmel wait wrong series...Touka and Nemu. They are Ui's hospital mates. Back in the present Iroha recognizes Kaede and Momoko but not the third girl. She gets roped into catching Rena but Rena trips her up by transforming into her. Kaede and Momoko treat Iroha to lunch to help her get over having her ankles broken. That is the end of the chapter. The message from Fujino is really sweet. I know she has had struggles working on this manga. I wish her the best.

Overall: Yeah that is a condensed chapter 1 and the first part of chapter 2. It is a weird spot to end the volume but I can understand it. It is like a teaser for things to come while also addressing the limitations of the adaptation. The art is nice and I feel the fights are pretty nice. There is even a transformation scene though it is hard to compare to when transformations are gloriously animated. I do find it interesting that it shows Ui wearing the same school uniform as Iroha. Isn't Ui an elementary schooler at this point?

Volume 2

The events largely follow chapter 2 and first half of chapter 3 of the game so I won't summarize since it is already part of this huge document. The phone call between Iroha and Momoko felt new. Sure it was largely the same events just framed in a different way. We even got a Mifuyu name drop. For the most part the rest seemed to follow as I recall. The back and forth with the shrine search was removed to shorten things a bit.

Overall: Pace is pretty fast in this volume and the fights were pretty brief which is a bit disappointing. I do like the art style. It makes the Mizuna shrine moment come off as a younger girl looking up to the older one in a sort of Yuri manga fashion. The younger looking game Yachiyo gives the scene a different feeling. Tsuruno just doesn't have the same feel without the voice acting. Also I find it amusing that they just have her reiterate what we just found out about rumors a few pages ago. Feels like the manga should have maybe changed up the dialogue a bit there to be more natural. Speaking of which, there are some odd lines I found. Stuff regarding Mitama seems a bit off to me. Once again the forward was cute. Fujino is looking forward to show off casual fashion for the characters. Fujino even mentioned that the anime was due to be released in 2020.

Volume 3

Once again Volume 3 covers the rest of chapter 3 and the start of chapter 4. I feel like the doppel portion was a bit weak. In the game you can kind of imagine the urgency. Also it helped I watched the anime first so I kind of imagined something similar with the game. Iroha slips off and violently doppels. In this Doppeling seems so casual. Giovanna shows up and beats the rumor, refuses to elaborate, and leaves. Iroha doesn't pass out afterwards and just kind of chats a bit about what just happened. Then Mami shows up. I still can't wrap my head around this scene. Not like the anime is much better but Mami's accusation always seemed weird to me. At least in the anime she saw Giovanna attack Tsuruno. Then Iroha has to fight Mami because of course she does. Iroha has to fight all these veteran magical girls for no reason. I do like Momoko showing up but then Mami bails immediately and it all just feels a bit pointless. I don't like that the manga kept the Iroha wandering around looking for Nemu. Just feels like such a waste of time. I guess she has to stumble upon the Lucky Owl Water rumor somehow. Not like sightseeing in an abandoned mall is much better.

Overall: I am kind of disappointed. The fights are better but everything just kind of feels there. Maybe I am just numb to it now but the moments just lack the weight in this. Maybe I am just bummed that this is probably the weakest of all the doppeling and Seance Shrine rumor fight across the adaptations.

Volume 4

Iroha convinces Felicia to join her. They meet up with Yachiyo who immediately recognizes Felicia and says to send her back. Felicia recognizes Yachiyo as well. After a brief conversation Iroha convinces Yachiyo to let Felicia stay and Felicia to work for them for now. Then there is a witch fight which is pretty well done. Wing of Magius shows up and recruits Felicia. Yachiyo explains she offered Felicia a reward if she played double agent. We then get to meet Kako who explains what Felicia's actual wish is. That is quite the divergence. Tsuruno relays where she last saw Felicia and they head over there. Felicia swapped sides because Wings of Magius offered her a place to stay. We also get to meet the Amanes. They all start to fight. It looks bad until Kyoko shows up. Like in the game, Iroha convinces Felicia to switch sides again. Felicia, Kyoko, and Iroha go off to take out the rumor while Yachiyo and Tsuruno fight the Amanes. They beat the rumor and the Amanes. Mifuyu shows up but she is on the side of Magius. She rescues the Amanes and they flee. As a wrap up Iroha and Felicia are going to move in with Yachiyo. The wrap up to this volume is pretty nice. Interesting enough this is the first Volume to not pick up with the next chapter. All we get is a teaser. The story chapters get longer so I appreciate the effort to cram in as much as possible. Naturally the Volume to Chapter ratio wasn't going to last.

Overall: The witch fight with Felicia was really well done. Still think it could be better but I think this may be the best showcase of why Felicia is a bit of a menace. Kako bit was an interesting divergence. I don't really like Felicia's initial wish. It calls into question the intent of wishes. It is pretty cynical of the writers to have 11 or 12 year Felicia wish to be absolved of responsibility rather than save her parents. That is not really the fault of the manga though and I appreciate fitting it. I feel like this volume does take some inspiration from the anime but it is hard to say. The main pain point of this volume is the middle. Kyoko's involvement feels forced. In fact she feels even more out of character than her game counterpart. There is even some weird dialogue. Like how does Kyoko know about the rumors? Sure you can say she looked into it but why did she just say they have to take down the Amanes? I appreciate condensing the constant Felicia Flipping that the game had, but her moment with Iroha feels really out of place. Fight with the rumor is still goofy. I appreciate the Amane leg break but the fight still could be better. The end of the volume was nice though. It is a solid wrap up. Not really a complaint and I want to preface that I like Fujino's art, but Felicia does not look 13 to me. Overall this might be my favorite volume so far. Sure the brevity hurts it a bit but overall the changes just make this a much more impactful chapter. It is a more good than harm situation.

Well that is all the Volumes I have so far. I heard that in Japan Volume 9 which looks to be Chapter 7 content is due to be released.

Volume 5

So instead of bothering with the Homura section, the manga jumps right into Iroha unpacking. She finishes up and is invited to go shopping with Yachiyo. Like the game Felicia stealing Tsuruno's ice cream is mentioned. Iroha ponders about her new found family and the Magius trio's old friendship. While eating dinner they talk about how they haven't run into Wings of Magius or rumors in a while. Yachiyo mentions the Radio Wave girl rumor. Iroha starts getting weird text messages. At school, Iroha talks about the rumor with Momoko, Kaede, and Rena. Rena had looked into it before. Yachiyo and Iroha later check out the tower where they hear giggling and laughter. Iroha gets more text messages. They also run into Tsukoyo who they chase for info. After a brief fight, Iroha gets knocked off the tower only to be rescued by Madoka. Tsukoyo is able to run off. Iroha treats Madoka and Homura to donuts to thank them for saving her. There they learn that Madoka is looking for Mami who they haven't seen in a while. Instead of teaming up, the two groups simply exchange contact info. With leads dwindling, the Mitakihara group thinks it is time to engage the mysterious texter who knows Iroha is a magical girl. We get Sana and Ai's story. Iroha agrees to Ai's plan and the group heads to the tower to rescue Sana. Unlike the game Iroha is the only one who jumps. Sana isn't happy about things at first but eventually agrees when she sees how cute Iroha is. Ai loses control and Sana puts an end to her first friend but not before saying she knows of Ui the ~~Slayer~~ Rumor. Once out of the Rumor, they meet up with the rest of the group. Alina confronts them, upset they destroyed the Rumor she was using to raise witches. Madoka and Homura show up because they were contacted or something. The chapter ends with Sana protecting Iroha from Alina's Doppel. We also get some extra stories with Felicia and Tsuruno fighting and then the one where Felicia and Kyouko try Mitama's cooking.

Overall: I don't think this is quite as good as Volume 4 but still pretty good. I think the anime version just edges out this one, despite the anime getting a little silly around the midpoint. It gets rid of a lot of the awful parts of the game's story and streamlines it a bit. However this leaves a feeling of convenience as the characters move from one part to the next without really having to work for their clues. Also the Ai portion feels a bit anti climatic as Sana's change feels a bit too fast and unearned. It is a minor complaint though. I actually like Alina not showing up in the Rumor. It just makes the story more focused. Speaking of Alina, I didn't really care for her part. She is having like 3 conversations at once and no one is saying anything remotely natural. I think that is the weakest part of this volume. In this area I think the anime did a good job and there are certainly benefits to meeting Alina in the rumor before she is mad about it being destroyed. I do like that Sana protects Iroha rather than being unconscious. It gives her a moment to shine which the anime lacked. Let's see how volume 6 handles the second half of this chapter.

Volume 6

Picks up where the last volume left off. Alina continues attacking into Sana's shield. She tunnels a bit too hard and ends up getting hit by Felicia who snuck up on her. They beat her witches off

screen which is a tad disappointing. Alina gets even angrier and starts to go after them as well which allows Sana to sneak a hit in. Mifuyu then shows up to have them break things up. Fujino keeps in Alina's obsession with Mifuyu's body. I do like the panel of Alina saying she is good for round 2. Sana is struggling to fit in. Yachiyo suggests they get mugs so everyone feels welcome. This improves Sana's mood so much that she decides to close the book on her family. So for one last time she is going to her old home. Once there she realizes they are the same as always. Mom leaves out food for Sana. They don't even realize she has been gone the last two months. With that Sana returns to her new home. She comes up with the idea of getting coasters as a thank you for all that Yachiyo has done. There are no issues with the shopping this time. On the day they mean to surprise Yachiyo, Mifuyu shows up. She asks them to join the Wings of Magius to which they refuse. Then ask them to at least hear them out. The lecture will take place at the memory museum. Yachiyo arrives home. She isn't all that hostile to Mifuyu until Mifuyu decides to gaslight her. Then Yachiyo starts avoiding everyone. Thanks to Tsuruno's dad the group is able to find the Memory Museum. Yachiyo doesn't go with them. At the lecture they meet Touka who doesn't remember Iroha. Touka explains the nature of magical girls. First by talking about soul gems and then talking about how magical girls become witches. This hits Felicia pretty hard who lashes out a bit. Mifuyu shows up and puts everyone to sleep and the volume ends right before they are about to view Mifuyu's memories.

Overall: It was an okay chapter. The rooftop fight is probably better than any other version. It was a little brief but certainly better than how padded the game was. I do like that there is some attempt to make the Wings of Magius sympathetic. At least it comes earlier than both anime and game even if it is pretty shallow. Alina is a bit all over the place and Fujino decided to keep in her obsession with Mifuyu. There is even a section of Alina drawing Mifuyu while they talk. The rest of the volume plays out pretty closely to the game story. Mifuyu meeting with Iroha felt a little rushed and off. I don't know what it is but I found the lecture to be a bit lacking other than Felicia's reaction. This volume doesn't have the lows of the anime or game but it doesn't really have the highs either other than the rooftop fight.

Thoughts and Analysis

I would have rather had this more towards the top but I couldn't find a spot for it. Going back through the anime again, I am able to pick up more aspects of the show. There are some great scenes that add quite a lot to the characters. The scene with Tsuruno calling Yachiyo is great. Yachiyo and Iroha having a discussion on the past was also great. Reading through reviews of season 1. It is interesting how it seems a lot of people missed some of these aspects.

Tsuruno is an energetic character who puts on a strong face. Tsuruno wants to be the reliable magical girl because she is worried that if she isn't everyone will hate her. Tsuruno's introduction is Iroha opening the door to the BanBanzai restaurant. Iroha thinks she has the wrong place but

Tsuruno stops her and invites her in. She listens to Iroha's story and offers to help. She knows someone who knows a lot about rumors. She is eager to contact this person but also worried that said person won't want to see her. The phone call goes well though and Tsuruno is super excited. This actually shows off her character pretty well and will have a noticeable payoff in S2 Episode 8. For the rest of the episode Tsuruno spends her time in the foreground being the more carefree archetype one would expect. During the fight with the witch, Iroha performs a bad connect which causes Tsuruno to go flying. Tsuruno brushes this off. She shows up to help with the Rumor. She takes being attacked by Giovanna in stride. We see her with Yachiyo where she and Felicia argue about not knowing about the Mightiest Magical girl.

Yachiyo.

Good Ideas of the Anime

One of the issues I had with Madoka is how the characters would realize their weakness and even work to address it only to die shortly thereafter. So I can certainly appreciate how Magia Record tries to have each character grow and then utilize that growth. The idea behind the scene where they are trying to reach Iroha who is reeling from Kuroe's death is nice. Each character mentions the flaw they had to overcome and it also pertains to the emotions that Iroha is feeling in that moment. So I like that their arcs lead back to a payoff of saving Iroha. It is a nice contrast to Madoka saving everyone and helping to wrap up their arcs. Sadly the scene is too short and many of the characters haven't done anything of note for quite some time before this scene.

Speaking of Iroha, I do like how the anime contrasts her with Homura. It is easy to point out the parallels between her and Madoka, but I certainly wasn't expecting them to go with Homura. Sure there are some similarities. Iroha is obsessed with finding Ui much like Homura is obsessed with Madoka. However in contrast Iroha grows to save others and is able to connect with others rather than just Ui. Homura on the other hand starts out wanting to save everyone only to lose faith and become numb to their issues causing her to focus solely on Madoka.

We also know that Homura fails a lot. Luckily Homura is able to revert back time and start again. Iroha doesn't have that same ability. So instead Iroha has to come to terms with her failure and then choose to continue moving forward.

Also Iroha's relation with Magius is also in a way similar to Homura's relation to Madoka. Homura's ideal Madoka is the one that became a magical girl. However due to her wish Madoka becoming a magical girl would result in Homura failing. Similarly Iroha wished to save Ui so that the four of them could continue to be happy together. In doing so she removed herself from the picture causing Magius to suffer. They in turn make their wish which then removes themselves causing Iroha to in turn be the one to suffer.

Alina Gray is kind of a contrast to Madokami. Before downvoting let me explain. Alina and Madoka both give up their humanity. In Madoka's case it is to save Magical Girls. Alina on the other hand is giving it up to force despair on everyone. Though I do believe that Alina wanted the world to gain a sense of understanding rather than just purely spiteful reasoning. Both are a kind of selfless self sacrifice, albeit Alina's is a bit twisted. I also like to think that both girls come to an understanding about themselves before moving forward to their plan. Alina is the only character to have eyes shown through the doppel mask. I do really like the "Bye Bye Alina Gray," line. I do wish that she had gotten more focus and her plan didn't feel like it came out of nowhere.

Then we have Kuroe who is a sort of parallel to Sayaka. I think the comparison is fair since the two meet similar ends in similar manners. I feel there is more going on with Kuroe's demise rather than just Iroha didn't understand her. Yes, Iroha words to push Kuroe away, but that wasn't Iroha's intent. Also Iroha and Giovanna bring this up later. To me Kuroe was already pretty far gone. She says so herself at the start of this. I feel, with a more proper build up and Kuroe being more active in the story from the beginning, her words, "How long do I need to be a magical girl for?" and "Now I will no longer need to be saved." would have a much more lasting effect.

Season 3 of the anime is full of callbacks to the main series and plays with the idea of selflessness and selfishness.

I often see complaints that Magia Record feels like a more traditional magical girl show. Even worse if that is followed up with mentioning that it fails to understand what the original Madoka was about. I feel like the first statement, while true, misses the point of Madoka. The second statement though is just false. Magia Record has poor pacing, bad production schedule, inconsistent directing, and haphazard story telling, but I get the feeling they understood what Madoka was about. They wanted to tell their own story (whether that was the initial plan or not is up for debate.) that was thematically true, with some differences, to Madoka's.

Season Tier List

Top: S1EP1, S2EP1, S2EP3, S3EP1

High: S1EP5, S1EP13, S2EP2, S2EP4

Mid: S1EP2, S1EP4, S1EP6, S1EP7, S1EP8, S1EP9, S1EP12, S2EP7, S2EP8, S3EP2, S3EP3

Low: S1EP3, S1EP10, S1EP11, S2EP5, S3EP4

Bottom: S2EP6

Reasoning:

Top tier

S1EP1 is a fantastic episode that really sets the mood. The backgrounds are nice. Good use of visual symbolism. Introduces us to the main character and mystery of the series.

S2EP1 is a great way to get Madoka and Homura into the story. I was initially going to have this in high tier because it does focus on the original cast a bit too much. It takes a bit away from Yachiyo and Kuroe. However the Yachiyo and Kuroe scenes are still pretty good. The episode just looks too good.

S2EP3 is basically Yachiyo speedruns rebellion. It is a fun episode that really adds to Iroha's character as well as providing for both Yachiyo and Kuroe. We also expand the lore of the world. Its main weakness is the fight at the end but it still looks better than pretty much everything from S1.

S3EP1 is a great way to reveal how everything played out. The characters feel right and the progression is nice.

High Tier:

S1EP5 is held back by Mami's scene and the scene at Mikazuki Villa, but that isn't enough to stop this from being a great episode. The introduction of doppels is great for both Iroha and Kaede. The scene with Mifuyu is also great. The other weakness is that the doppel fights are a bit too short but the point comes through well enough. It is on the lower end of high tier but it does more than enough to find a spot.

S1EP13 makes it to the high tier thanks to Holy Mami. The fight against Holy Mami looks great. Also the ending scene with Touka, Alina, and the insert song is also really good. It has some weak points in the beginning with Iroha and Yachiyo that hold it back though.

S2EP2 is fantastic. Yachiyo shaking everyone down for clues was nice. The fight with Mifuyu was also really great. This episode is held back by the fight being a bit unclear. Also Kuroe wandering around and what happens at the end of the episode keeps it out of top tier.

S2EP4 is probably my favorite episode in the whole series. The train scene is great. Also the fight at the end of the episode is probably my favorite in the whole series as well. Kaede and Rena rejoining the story was also nice. This episode expands on a number of characters and

the lore. It is held back by the weak scene at Mikazuki villa and the weird scene with the Amanes. It is important to point out that one of the fights at the end is also a bit too fast to understand.

MID:

S1EP2 is largely just fine. The scene with Rena transforming is a bit confusing. There are some good aspects of the restaurant conversation. The fight with the witch is just okay.

S1EP4 is a bit boring. A lot of the episode just feels like killing time. Tsuruno prepping herself for her call with Yachiyo is great. Yachiyo and Iroha's conversation about clinging to the past is also really good. The witch fight has a good moment with Iroha's failed connect but overall is fairly anti-climatic.

S1EP6 is a pretty good episode, just not enough to reach high tier. I thought about splitting the tier but the episodes that stand out don't stand out by enough to really be their own tier. Anyway, witch dance is a cool song and the scene that goes with it is pretty nice. Iroha and Felicia's lucky adventure was pretty fun. We get introduced to the antagonist in the wings of Magius. There is a lot to like in this episode. Sadly, Felicia being a hazard isn't conveyed well. Also some aspects of the story trip over itself a bit.

S1EP7 is also a pretty good episode. Its flaws are a bit more noticeable than episode 6. The fight with the Amanes is largely off-screened. Iroha's fight with the rumor looks bad. We do get some good moments with Kyoko and Felicia. Felicia's fight with the witches is pretty good. There are some cool shots in this episode. Felicia's moment at the end is really good. Felicia has a pretty good arc. I think the good outweighs the bad but not enough to move up a tier.

S1EP8 is a decent episode. Paralleling Iroha and Sana is really nice. Also Iroha and Rena's relationship improving was pretty well done. We get some moments with Felicia that were pretty nice as well. Sadly there isn't much action in this episode and everything is largely delivered through exposition.

S1EP9 is another pretty good episode. We get Sana's backstory. Ai chan explaining to Iroha about herself was well portrayed. The fight with Alina wasn't very good. Also Ai's death doesn't feel all that impactful. I think the good outweighs the bad but the bad scenes are pretty noticeable.

S1EP12 is an okay episode. It is basically just the Mikazuki villa characters being lectured. Yachiyo having a disagreement with the ghosts of her past and then finally the backstory for what happened in the past that led to Mifuyu learning the truth. I don't think there is really anything that stands out in the episode. The lecture is kind of boring and does little for the characters. The memory backstory is largely fine but a bit anticlimactic.

S2EP7 is a decent enough episode. I feel the good outweighs the bad but there is quite a bit of bad in this episode. The opening to the fight is largely fine. Why Homura's power doesn't work

isn't the clearest largely because the storm clouds look similar to time stop sky. Some of the aspects of the fight don't look all that great. Yachiyo and Felicia's conversation is great, but it is followed by a weird cut. Iroha's conversation with Madoka is also really good. Then we get a pretty lazy way for the characters to get the answer to their problem. Mitama's talk about her backstory was nice. Resolution was a little weak. The fight at the end though looked great and the failed connect was super brutal. It is basically a mix of high points and low points with little in between.

S2EP8 is just like EP7. The play portion is great. The visuals for the fight look nice but they are a bit anticlimactic and don't feel earned. Some of the resolution aspects are nice. The episode kind of feels like it should have stopped a few times before it does end. Kuroe's part feels a bit out of place and the episode ending with Nemu is simply okay. Also everything surrounding Mami was weak. It is another episode with Highs and lows. I do feel it is a bit more even than the previous episode but it doesn't quite reach the same heights.

S3EP2 is a good episode. The parts with Touka and Nemu are great. The visuals look nice as well. Some of the aspects of the characters don't seem to match up though. To me this episode stands above much of this tier but just not enough to move up. I know for others this episode was terrible especially what occurs in the second half feeling out of place.

S3EP3 is a good episode. The conversation with Ui could be better. Yachiyo fighting against Eve and Magius is a bit anticlimactic. I liked the parts with Kuroe and the end of the episode. The main weakness is mainly the poor characterization of Kuroe.

LOW

S1EP3 isn't very good. The flow of this arc is ruined at the very start. Rena's backstory is largely told through fast moving text. The fight with the Uwasa is anticlimactic. The transformation scene is pretty good though, a shame it is followed up by the characters just standing around talking.

S1EP10 has its moments but isn't very good. The fight on the rooftop is bad. The whole anti gravity bit is really bad. The Uwasa being defeated by a random vending machine is lame. Alina's spazzing out I like but definitely could have looked better. This episode is carried by Sana going to see her family. Honestly it is almost enough to bump this up a tier.

S1EP11 has its moments as well but I still consider it a low tier episode. The meeting with Tsukyo was pretty good. The Mifuyu scene is decent but could be better. Buying the coasters and fighting with the witch are pretty bad and largely off-screened. The character moments just don't really land in this episode so it just feels like an inconsequential setup episode. This episode is carried by the kidnapping and the goat scene.

S2EP5 is a poor episode. Not really much of note happens. Sana's agency gets taken away. Iroha doesn't act like herself for a bit. Kuroe and Iroha largely wander around while Touka

exposition plays over a loudspeaker. Felicia gets a bit of a moment and Kyoko is kind of fun. It is not the worst of this tier because it isn't all that offensive but it definitely needs work.

S3EP4 is probably the most up and down episode in the series. There are some good moments here but overall the episode is way too fast paced and almost everything falls flat. Iroha killing two Kyubeys and being angry, great. Mikazuki villa showing up to save her, bad. The fight with Eve, bad. Conversation with Magius, fine. Alina showing up, odd. Yachiyo's conversation on the train, good. Touka and Nemu's sacrifice, bad. Iroha's conversation with her doppel, good. Iroha blowing away Alina, good. Post credits have their moments. Such a mixed bag of an episode but overall it isn't very good.

Bottom:

S2EP6 is irredeemable. The production issues are plentiful. Several scenes make no sense due to the production issues, mainly Kyoko saving Iroha and the truck flip. You also have way too many characters moving around without a clear direction. The episode is just all over the place. Kuroe's fight gets off-screened. Mifuyu's trying to save Tsuruno is pointless and bad. The only good parts of this episode are Alina's chat and Felicia and Sana trying to convince Mifuyu to come back with them.

The fascinating yet botched characters of *Magia Record*

Tsuruno - Ever bottled up your own feelings because a friend was going through a tough time? Well that is basically Tsuruno's character. She puts on a strong face because she worries if she didn't everyone would find her to be a burden. Then they would probably abandon her. The main flaw in Tsuruno's handling is that in S1 she doesn't get much screen time. She has her moments like her phone call with Yachiyo. There are also subtle clues like the way she clings to Yachiyo if only to be brushed aside.

Kuroe

Iroha

The Magius Trio-

Alina Gray - Even though this is discussing the characters in relation to the anime, I will still point out that Alina's story in the anime would make a bit more sense if we got to see her backstory in some capacity. Her actions just kind of come out of nowhere. It doesn't help that in S1 her alignment is questionable and she is simply just crazy. In S2 she is more subdued but

she doesn't do much. So then in S3 when she gets into a debate with Kyubey and decides to fuse with Eve, it doesn't really mean much to the audience and kind of happens. I feel like the idea they wanted to portray with Alina is that she wants to get back at the society she feels rejected her. Maybe they didn't like her artwork. I like to imagine that Alina was a confused teen who was trying to find herself, only for everyone to have a comment not only about her art but about her as a person.

Sana Futaba - I think a lot of people forget or just don't discuss the fact that to get to endless solitude once must jump off the top of a radio tower.

Jury Application (2024)

Kuroe and Iroha vs Bear Rumor.

In Magia Record Season 2 there is a brief but impactful fight scene. The scene is designed to showcase the conflict of ideals between the two characters, in this instance Kuroe and Iroha. In particular, demonstrating that Iroha's side isn't just unrealistic idealism. It does this through the animation and music presentation of the action sequence itself and...

First, we have to set the stage a bit as this fight is a payoff to a previous scene. Immediately, before the fight in episode 4, Kuroe and Iroha are having a chat on a train. During this chat Iroha asks Kuroe if she has used her doppel. Kuroe mentioned that she has and that she wouldn't be alive if it wasn't for her doppel. Iroha warns her not to do this. Iroha at this point is against the doppel system, as a means of magical girl salvation, because she was trapped inside her own doppel until being rescued by Yachiyo and Kuroe in Episode 3. Kuroe poses the question of what is the alternative to which Iroha responds that she will protect them. Kuroe rolls her eyes and follows up with what if you are in trouble. Iroha simply states that her friends will save her then. Magical Girls helping each other through their weakness being a large theme of the show. This scene sets the stage for the fight and the confrontation of Kuroe's and Iroha's ideals.

The obvious way it showcases the conflict is through the action itself. Kuroe is the first one to be singled out by the Uwasa. She is knocked away, alone, and isolated with only herself to rely on. Kuroe's solution to the situation is to pull strength from her doppel and fight back. Kuroe takes a fighting stance holding onto her soul gem as it darkens. Just as she is about to doppel, Iroha tackles her knocking her out of the way of the rampaging Uwasa. Iroha applies a grief seed to Kuroe's soul gem. Then with her outstretched arm, she offers to connect with Kuroe. The two connect and are able to defeat the Uwasa.

Dialogue. As a fight scene not, much is said. However, what the characters do say tells us a lot about them and their views of the situation they find themselves in. After being knocked to the ground, Kuroe says "If I am going to die here..." Kuroe has already resigned herself to her fate. Instead of berating Kuroe. No Warning about the dangers of using your doppel or about what they had just talked about. Iroha simply asks Kuroe to connect with her. With the Uwasa defeated Iroha praises Kuroe. Iroha, in contrast to rashness [brashness], is calm and supportive.

The music starts with a repetitive, BA DUM, tune starting the action. This section gets across a sort of intensity and danger to the scene. When Kuroe goes to use her doppel it picks up to match the urgency, Do Do Do. Iroha jumps in to rescue Kuroe and the music is timed to this interruption. After Iroha rescues Kuroe it transitions with Chimes and Bells to a more triumphant tune. As the two connect we are treated to *Credens Justitiam*, which then finishes out the scene as the two are able to defeat the Uwasa. As the singer finishes her portion, the song begins to fade out. Iroha mentions that she has never had such a powerful connect, with the last bit of triumphant music closing out the scene. The music sells the idea of the threat that the Uwasa poses. As it heads towards Kuroe, there is a sense of urgency giving weight and understanding to Kuroe's choice of actions. Only for the to be interrupted by a shift in the music to coincide with the physical shift of Iroha forcing Kuroe out of the way. As the two connect we are treated to a familiar tune from *Credens Justitiam* to coincide with their victory. The musical composition of this scene favors Iroha and her viewpoint.

In *Magia Record* Season 2, there is a brief yet impactful fight scene that showcases the clash of ideals between two of the participants, Kuroe and Iroha. This moment is not just about physical conflict but also serves to demonstrate that Iroha's optimism isn't mere unrealistic idealism while not being entirely dismissive of Kuroe's viewpoint. Both the animation and music work together to convey this thematic tension.

To set the stage, we need a bit of context. This scene is a payoff to an earlier moment where Iroha and Kuroe are having a discussion on a train. Iroha asks Kuroe why she joined the Wings of the Magius. For much of season 1, Iroha viewed the Wings of the Magius as the adversaries. Kuroe explained that it was simply a matter of survival. Witches were running low in Takarazaki and on her own she couldn't hope to face the ones in Kamihama. Iroha states that other magical girls would have helped Kuroe if she had sought them out. Kuroe essentially responds that it is too late for that. She has already used her doppel a number of times. She goes on to question Iroha, "Have you not done the same?" Iroha can't argue because it is true that she has used her doppel for survival as well. However, Iroha had a change of heart when her doppel tried to take control in the previous episode. Kuroe was there for that event and assisted in freeing Iroha. She may not agree with what Iroha is trying to say, but she can't deny it either. Thus only responding with a "That is true." Iroha then proposes that the two of them make a pact to no longer rely on their doppel stating, "If we all work together, it'll work out!" Kuroe doesn't quite agree with this assessment. Kuroe poses the question, "What if everyone was weak and destined to die?" To which Iroha responds that she would reach out her hand to them just as

others had done for her. Kuroe has nothing further to add to this discussion and the two simply move on, neither side finding common ground. This exchange highlights one of the show's central themes—magical girls relying on each other's strength in times of weakness—and sets the stage for their upcoming confrontation.

First to set the stage, we need a bit of context as this scene is a payoff to an earlier moment where Iroha and Kuroe are having a discussion on a train. Iroha inquires about why Kuroe joined the Wings of the Magius. Kuroe admits she joined the Wings of Magius for survival and states that she has been reliant on the power of her Doppel, which the Wings provided. She goes on to question Iroha on her Doppel usage. Iroha can't argue because it is true that she has used her doppel for survival as well. However, Iroha had a change of heart when her Doppel tried to take control of her in the previous episode, an event which Kuroe witnessed and even assisted in freeing Iroha. Iroha then proposes that the two of them make a pact to no longer rely on their doppel stating, "If we all work together, it'll work out!" Kuroe doesn't agree, instead posing the question "What if everyone was weak and destined to die?" Iroha responds she would reach out her hand to them just as others had done for her. Kuroe has nothing further to add to this discussion and the two simply move on, neither side finding common ground. This exchange highlights one of the show's central themes—magical girls relying on each other's strength in times of weakness—and sets the stage for their upcoming confrontation.

The fight begins with a *BA DUM* rhythm that builds tension and danger. As Kuroe prepares to use her doppel, the music intensifies, picking up a faster *Do Do Do* beat, underscoring the urgency of the moment. Just as Kuroe is about to unleash her power, Iroha intervenes, and the music shifts, a clever use of sound design to match the action on screen. Chimes and bells signal a transition to a triumphant melody. When they connect, the familiar *Credens Justitiam* theme plays, carrying the scene to its climax as the two defeat the Uwasas. The singer's final note fades as Iroha, reflecting on their victory, remarks that she's never felt such a powerful connect. The music, throughout, emphasizes the threat posed by the Uwasas and heightens the tension during Kuroe's decision, but ultimately it aligns with Iroha's optimistic viewpoint.

In contrast the Animation of this scene is a bit more equal. The bear Uwasas, being the adversary of the scene, is given a brief intro scene where it sprouts arms, before beginning barreling towards the magical girls. The smears on the arms further enforce the threat it poses by highlighting the movement. The next focal point in the animation is Kuroe. In particular, her shots of staring down the Uwasas and making her decision. Then she grasps her soul gems which bursts with purple color. This leads to impact frames. We are given a detailed close up of her face from different angles showing her resolve. Through this quick sequence they have managed to convey Kuroe's resolve, the ferocity of doppel, and the weight of Kuroe's choice. However, Kuroe's resolve is obviously interrupted by Iroha who then is the next focal point of the animation. Iroha's connect scene has a different kind of intensity. The colors are brighter. The action is faster in contrast to the lingering deliberateness of Kuroe's portion. The connect attack

is able to successfully defeat the Uwasas. The scene closes out with bright pink feathers falling from the sky, rewarding our two characters for their success. The animation gives weight to Kuroe's decision and doesn't shy away from it, but it does show a favoritism towards Iroha's decision much in the same way as the musical composition, albeit less so. The brighter colors and the fact that the attack is successful, leads to a more hopeful and triumphant feeling which is very much in line with the core of *Madoka Magica*.

It's common for fight scenes to serve as narrative tools that pit characters and their ideals against one another. What makes this scene interesting is how it challenges both Kuroe's cynicism and Iroha's optimism, while having them fight on the same side. Each element—the animation and the music—works in harmony to highlight their internal struggles and beliefs. Kuroe's cynical outlook is challenged by Iroha's belief in the power of friendship, and Iroha proves that her viewpoint is not just blind idealism, but a strength that can lead to victory.