

Nowadays, many foreigners study Japanese. Therefore, I believe that this knowledge is useful for Japanese language learners. When they have a conversation with Japanese people in Japanese, foreigners should know that there is a case of 'No floor'. In the past research, there has always been an individual or a collective floor holder during a meeting. When Nakai (2006) analyzed Japanese conversation to use the floor classification system developed by Hayashi (1991), Nakai's data showed that participants always hold a floor. However, this research discovers the new type, 'No floor'. I assume that in Japanese conversation, transitional relevance place is not clear sometimes, so this unique function has led to this result.

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PSYCHOANALYTICAL IMAGES IN A JAPANESE VIDEO GAME

The paper examines the psychoanalytical aspect of the video game named "CATHERINE" which was released in 2011 by ATLUS. The game has two types of world; the real world and the nightmare one. The research focuses on dream scenes in the game as I want to analyze how much impact the real world has on our dreams, and also what kind of our mental state can be read from it. Dream is the most familiar image for us. Nobody can say they have never dreamt.

Thus, the game's story and the way to play it are explained. Then, the characters' behaviors are analyzed within the Freudian model of psychoanalysis. Also, the research considers the meanings of the characters and items that appear in the nightmare part. Finally, it is shown how the "latent content" of the game can be psychoanalytically interpreted just as the unconscious is interpreted with Freudian theories.

This game, CATHERINE, is a kind of puzzle and action adventure game which was released in 2011 from a game maker called ATLUS. The game has two types of world; the real world and the nightmare one. And the main character will come and

go between these worlds. Vincent Brooks is the main character in this game. He is very kind but very indecisive. He is extremely worrying about family life and also about the expenses necessary for it as he has a part-time job and his salary is low.

There are two women having the same name but a different spelling. One is Katherine with the initial K and the other is Catherine with the initial C. So, they will be referred to as Katherine and C-Catherine to distinguish them. A beautiful woman with long brown hair and wearing glasses is Vincent's girlfriend, K-Katherine. She is seriously thinking about their marriage, but she is worrying about Vincent's noncommittal manner. The other woman with short blond hair and well-shaped body is a whimsical sexy girl who attracts Vincent. She is C-Catherine. One day she met Vincent at the bar named "Stray Sheep" and seduced him. She is a kind of femme fatale who spoils and ruins her man.

These two women C-Catherine and K-Katherine each represent the "pleasure principle" and the "reality principle". The pleasure principle means desire to seek something pleasant like eating, sleeping, and making sex. In this game, C-Catherine stands for it.

In contrast, the reality principle means social necessities for living like labor and marriage. K-Katherine stands for it. But the reality principle is closely related to the pleasure principle. So if we have no end of pleasure, pleasure may change into pain. We can really enjoy doing something pleasant after earning it through painful efforts. Or we may enjoy our life more fully if we contrast it with what we fear most, that is, death. So, C-Catherine and K-Katherine each represent the "male desire" and the "male anxiety."

In this game, the player has to push or pull the boxes to go upstairs. The boxes mean some secret hidden somewhere, which is Vincent's affair with C-Catherine. If the player falls down from the stairs, the player will be returned to the starting point in the Real World. But when the player reaches and opens the door on the top of the stairs, the player succeeds in clearing a stage. After each stage, there is a Boss waiting for Vincent to run after and attack him. Being chased by an enemy means fear or a sense of guilt, especially flirtation with C-Catherine. So, falling from the stairs represents punishment and death. In this way, all the Bosses represent Vincent's state of mind or the unconscious, that is, anxiety about marriage, dissatisfaction with his job, and the sense of guilt for an affair with another woman. As the stage advances, Vincent comes to be so strongly annoyed by such negative pressures that he comes to be sick in the Real World.

The research shows that this game is full of psychoanalytic elements: dream, anxiety, sexual desire, etc. It is also necessary to point out the male-centric aspect of this game. Vincent's desire for a woman as a sex object is represented by C-Catherine, but his fear of reality, especially marriage, appears as the monster bride with a chainsaw and the monster baby running after him. This indicates a man's or an otaku's inner world in which he fulfills his wish of having a sexy woman at his service but often experiences terrible moments that reflect his anxiety about reality.

Many other video games are also the products of otaku's sensibility. In other words, Japanese subculture itself is male-centered and reflects men's desire and anxiety.