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One-Punch Man, Vol. 10



Synopsis

What happens when a superhero can beat the snot out of every villain with just one punch? Can he find an opponent to give his life meaning, or is he doomed to a life of superpowered boredom? Nothing about Saitama passes the eyeball test when it comes to superheroes, from his lifeless expression to his bald head to his unimpressive physique. However, this average-looking guy has a not-so-average problemâ "he just canâ™t seem to find an opponent strong enough to take on! The human monster and hero hunter Garo cranks up the intensity of his destruction. As the damage increases, throwing the hero world into turmoil, Saitama decides itâ™s the perfect time to develop an interest in martial arts and sneaks into a combat tournament. Meanwhile, the Class-S hero Metal Bat takes an assignment guarding a Hero Association executive and his son, and it isnâ™t long before trouble appears!

Book Information

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Customer Reviews

Manga creator ONE began One-Punch Man as a webcomic, which quickly went viral, garnering over 10 million hits. In addition to One-Punch Man, ONE writes and draws the series Mob Psycho 100 and Makai no Ossan. Yusuke Murata, a highly decorated and skilled artist best known for his work on Eyeshield 21, won the 122nd Hop Step Award (1995) for Partner and placed second in the 51st Akatsuka Award (1998) for Samui Hanashi.

Volume 10 of One Punch Man continues to build Garo as a legitimate threat to the hero association. As Garo continues to hunt one hero after another, Saitama gets ready to enter a martial arts tournament with a large amount of money as the grand prize. One of the best things about this volume is the development of other Heroes, which really helps to enrich the world of One Punch Man. Overall this is a slightly more serious volume but there is still the signature humor the series is known for. As with previous volumes of One Punch Man the fights can get a bit graphic at times, so do with that information what you will. As a final sidenote the bonus chapters inside are some the best yet.

A lot of the stuff in this volume doesn't come from the webcomic. Actually, I'm pretty sure ALL of it is new stuff. Nevertheless, it is really funny and action packed. This volume features a lot of Garo actually hunting heroes. You can think of it as filler I guess, but it's necessary in order to not run out of material. But this volume has 3 significant breaks in canon from the webcomic: allows Garo and Saitama to encounter one another before the big final battle, Saitama learns about the human monster threat and gets motivated to do something about it, Garo develops a rapport with a kid as he hunts heroes. That development with the kid is especially significant and I think it's an excellent addition. The passing encounter with Saitama is almost immediately retconned and is just played for laughs, but it is there.

OPM is certainly unique as it throws away most conventional anime tropes and turns them around. Great artwork by Murata. I have never bought a manga in my life and happy to start now. It's amazing how a series that has an overpowered character that stops everyone with one punch can still be made to look genuinely vulnerable and helpless in other aspects of his life all the while attaching very compelling and interesting side characters to the story. Oh and if it's your first time like me with manga, the books open on the opposite side. Follows Japanese convention of writing/reading.

One Punch Man is the new hit anime/manga on the block, and acts as a satire of what is known as the shonen genre of manga, best known for it's over the top main characters and abilities with attack names longer than Rick Riordan's book titles. One Punch Man exists to subvert all these, with a main character, Saitama, who is so unbelievably strong he makes fights boring by beating every enemy with a single punch; hence the title. However, while One Punch Man's premise can seem dull on the surface, ONE's brilliant writing and Yusuke's Murata's perfectionist drawing style, they

simply make it work. As while Saitama himself can seem dull to watch fight, fighting isn't all he does. He struggles to pay the bills, rise up the ranks in the Hero association by doing good deeds and fighting monsters far below his level, and helps train the cyborg Genos to become as strong as him one day. Side characters keep the fights interesting, as they all have vibrant and original personas and attacks, but Saitama is where most of the dramatic tension comes from. One Punch Man Volume 10 is the 3rd volume to feature the new main villain Garo, the human monster, and is easily one of my favorites in the series already. This volume doesn't feature any action scenes featuring any main characters, but still keeps up the same intense pacing of all the others. ONE manages to humanize even the main antagonist, and delivers powerful messages about what real strength entails without being hamfisted or cheesy. Yusuke Murata's art is as vibrant and lively as ever, even in simple black and white images. The only gripe I have with Volume 10 is it's rather short, and the bonus chapters that develop side characters or the world of One Punch Man found in the end of each volume are a lot less interesting than the rest, but what is here is absolutely stunning.

Garo, Silverfang's superbly skilled and severely warped ex-disciple, is officially on the prowl "hunting heroes". He's gotten Saitama's attention, and One-Punch Man visits Mumen Rider and Tank Top Master in the hospital to gather intel, but is distracted by an upcoming martial-arts tournament with a big cash prize. Metal Bat gets some center-stage time as a series of monsters appear to be targeting Hero Association officials; and in a bonus episode, Miss Blizzard hasn't given up on adding Saitama to her roster of subordinates. Another excellently entertaining volume. The action has not let up, but since Saitama and Genos joined the Hero Association, character interactions and politics have been added to the mix, with always intriguing results. Saitama is unsophisticated enough that one is never quite sure just what he's going to do. Lots of fun. Tough to wait two months between new volumes!

Okay, I haven't read these books, but I've purchased volumes 1-10 for my 13 year old son. I had no clue who these One-Punch Man was (I still don't), but I scored MAJOR points with my son for getting him these. And on my hunt for these books over the holidays, I found out that there is quite a cult following going on with this. all I know is that my son hunkered down and read these books for HOURS!! And for me, that is priceless.

This is one of my all time favorite manga/anime titles. I love that this series pokes fun at other manga in the same genre. I've finished the anime and am on book 5 of the manga and so far the

story lines are spot on. Every volume leaves me laughing my butt off and eagerly awaiting time to read the next.

ONE-PUNCH!!!! Love the manga, and love the anime even more. Unfortunately, it feels as though the pace of the story is approaching a grinding halt in comparison to what we've gotten so far. Hopefully they turn it around soon.

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