

One Punch Man Volume 4

A manga series that packs quite the punch! 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 problem - he just can't seem to find an opponent strong enough to take on! He's easily taken out a number of monsters, including a crabby creature, a malicious mosquito girl and a muscly meathead. But his humdrum life takes a drastic turn when he meets Genos - a cyborg who wants to uncover the secret behind his strength!

What would the world be like if 80 percent of the population manifested superpowers called "Quirks" at age four? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? Getting into U.A. High School was difficult enough, but it was only the beginning of Izuku's long road toward becoming a superhero. The new students all have some amazing powers, and although Izuku has inherited All Might's abilities, he can barely control them. Then the first-year students are told they will have to compete just to avoid being expelled!

While Saitama's distracted at a martial arts tournament, Centichoro, a threat-level Dragon monster, attacks! Metal Bat engages it in battle but struggles against its gargantuan size. The monster knocks him into the distance and right into the path of hero-hunter Garo! -- VIZ Media

Narinki's private force is now free from Super S's control. Bushi Drill, Okama Tuchi and Iaian plot their escape, but threat-level Demon monster Malong Hair appears before they can flee, and a fierce fight breaks out. Elsewhere, their master Atomic Samurai encounters a creepy opponent! -- VIZ Media

One-Punch Man

One-Punch Man, Vol. 22

One-Punch Man, Vol. 1

To stop a Demon-level crisis, Saitama and company head toward the action. However, even Class-S heroes prove to be no match for the Deep Sea King! In order to protect the good citizens, our heroes will need to summon all of their courage and confront this threat! -- VIZ Media

Life gets pretty boring when you can beat the snot out of any villain with just one punch. 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 problem—he just can't seem to find an opponent strong enough to take on! Child Emperor uses his trump card, the robotic Brave Giant, to fight against the reincarnated Phoenix Man. However, his enemy easily counters this last-ditch attempt, brushing Brave Giant off as a mere toy. When Phoenix Man then evolves into an even stronger monster, Child Emperor's conviction is shaken. Does this spell the end for the clever child hero?

Every time a promising villain appears, Saitama beats the snot out of 'em with one punch! Can he finally find an opponent who can go toe-to-toe with him and give his life some meaning? Or is he doomed to a life of superpowered boredom? -- VIZ Media

The Monster Association has kidnapped Tareo, the boy who admires Garo, and now Garo finds himself plunging headfirst and alone into the heart of the Monster Association's hideout. Meanwhile, the Hero Association pushes forward with its operation to rescue Waganma, while Genos and the others are living it up enjoying hot pot at Saitama's place! -- VIZ Media

Miss Kobayashi's Dragon Maid Vol. 9

One-Punch Man, Vol. 18

The Legend of Zelda: Twilight Princess, Vol. 9

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One-Punch ManVIZ Media LLC

One-Punch Man, Vol. 17

Unbirthday

A Twisted Tale

Hero hunter Gato intensifies his onslaught, so of course Saitama decides now is the perfect time to join a combat tournament. Meanwhile, Class-S hero Metal Bat takes an assignment guarding a Hero Association executive and his son, and before long trouble appears! -- VIZ Media

"Bruno doesn't like his new house. He had to leave all his friends behind in Bezzin, and there are no children to play with here - until Bruno meets Shmuel, a boy who lives on the other side of the wire fence near Bruno's house, and who wears a strange uniform of striped pyjamas. A stunning anniversary edition of John Boyne's powerful classic bestseller, with illustrations from award-winning artist Oliver Jeffers."

Garo has just left the Monster Association's hideout when he crosses paths with Saitama, who's in quite a pickle, but Saitama still doesn't know Garo is the Hero Hunter. Later, King the Ripper can no longer hold back his murderous urges and confronts Garo himself! -- VIZ Media

When aliens invade Earth, a group of Class-S heroes finally finds a way to fight back and go on the offensive. Inside the enemy mother ship, Saitama fights Boros. Faced with the alien's frightful power, he decides to get serious! What is the Earth's fate?! -- VIZ Media

The Boy in the Striped Pyjamas

One-Punch Man, Vol. 19

One-Punch Man, Volume 4

The monster Goketsu appears at the martial arts tournament, and in an attempt to turn its participants into monsters, he gives them monster cells. Tournament champ Suiiryu fights the newly monsterized fighters one after another, until a certain hero rushes to his side to help! -- VIZ Media

The hero hunter is near death when the Monster Association attempts to steal him away, unleashing Centichoro in the process. Bang and company face it head-on before Genos boldly enters the fray! -- VIZ Media

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Immediately before the big Monster Association battle, the Class-S heroes hold a strategy meeting. Unfortunately, they just aren't in sync, and when Amal Mask barges in, the situation only gets worse. Thankfully, King appears just in time to boost their morale—and it's a good thing, too, because the big monster battle begins! -- VIZ Media

One-punch Man 1

One-Punch Man, Vol. 20

One-Punch Man, Vol. 16

Link must defeat evil at every turn in his perilous quest to help Princess Zelda! Once upon a time, wizards tried to conquer the Sacred Realm of Hyrule. The Spirits of Light sealed the wizards' power within the Shadow Crystal and banished them to the Twilight Realm beyond the Mirror of Twilight. Now, an evil menace is trying to find Midna, Princess of the Twilight Realm, and the fragments of the Shadow Crystal to gain the power to rule over both the Twilight Realm and the World of Light. Midna tells Link about the time before she came to the world of Light and how the evil wizard Zant turned her into her current form. Bitter and angry, Midna only used other people to get her revenge. Link needs Midna's help now more than ever, and his forgiveness may give her the strength to continue the fight. Ahead of them, in the Twilight Realm itself, lie greater dangers than they have faced before, as well as Midna's nemesis, the scheming sorcerer Zant.

Saitama is now a certified hero! And with that title comes great responsibility—he's required to perform one heroic deed per week. While Saitama makes the rounds to meet his quota, an incoming threat from outer space is screeching toward Earth... -- VIZ Media

Time bomb Garo, a monster admirer, finally explodes, attacking the Hero Association! Meanwhile, Miss Blizzard visits Saitama at his apartment. Because of his lower rank, she plans to make him one of her subordinates, but... -- VIZ Media

The Class-A heroes struggle in their fight against the giant monster Multit eyed Octopus. Wait, is that Class-S hero Flashy Flash joining the fight?! Unfazed, the Monster Association continues ramping up its attacks, but its goal remains a mystery. Meanwhile, the martial arts tournament reaches the semifinals! -- VIZ Media

Mob Psycho 100 Volume 4

One-Punch Man, Vol. 4

Saitama 's easily taken out a number of monsters, including a crabby creature, a malicious mosquito girl and a muscly meathead. But his humdrum life takes a drastic turn when he meets Genos—a cyborg who wants to uncover the secret behind his strength! -- VIZ Media

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Nothing's stronger than the bond—or the rivalry—between brothers! Mild-mannered Mob has never realized that his younger brother Ritsu, who enjoys all the social success that Mob lacks, nurtures a hidden, desperate envy for the thing Mob possesses that he doesn't—Mob's psychic superpowers. But when Ritsu's own powers awaken at long last, the story turns towards a shocking new direction! From the creator of One-Punch Man!

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My Hero Academia

One-Punch Man, Vol. 23

One-Punch Man, Vol. 21

Surrounded by heroes, Garo finds himself in a tight spot. But despite the great numbers, he defeats the heroes one by one with his unmatched strength before Genos comes rushing in! Meanwhile, Saitama is reaching the height of irritation in his own battle...with King?! -- VIZ Media

An emergency summons gathers Class S heroes at headquarters...and Saitama tags along. There, they learn that the great seer Shibabawa left the following prophecy: “The Earth is in danger!” What in the world is going to happen?! -- VIZ Media

Class-S hero King is known as the strongest man on earth. Even monsters fear him. But when a mysterious organization sends an assassin after him, the shocking truth about King is revealed! -- VIZ Media

BACK TO “NORMAL” After Kanna's dramatic confrontation with her father, life in Miss Kobayashi's household has gone back to normal...or at least, what passes for normal in a house full of dragons. Tohru freshens up her routine, Lucoa reconsiders her role as a bystander, and Ilulu's biological clock runs wild. Meanwhile, Kobayashi's boss offers her a new opportunity that could transform her connection with the dragon world.

In An Instant

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What if Wonderland was in peril and Alice was very, very late? Alice is different than other eighteen-year-old ladies in Kexford, which is perfectly fine with her. She'd rather spend golden afternoons with her trusty camera or in her aunt Vivian's lively salon, ignoring her sister's wishes that she stop all that "nonsense" and become a "respectable" member of society. Alice is happy to meander to Miss. Yao's teashop or to visit the children playing in the Square. She's also interested in learning more about the young lawyer she met there, but just because she's curious, of course, not because he was sweet and charming. But when Alice develops photographs she has recently taken about town, familiar faces of old suddenly appear in the place of her actual subjects—the Queen of Hearts, the Mad Hatter, the Caterpillar. There's something eerily off about them, even for Wonderland creatures. And as Alice develops a self-portrait, she finds the most disturbing image of all—a badly-injured dark-haired girl asking for Alice's help.Mary Ann. Returning to the place of nonsense from her childhood, Alice finds herself on a mission to stop the Queen of Hearts' tyrannical rule and to find her place in both worlds. But will she able to do so . . . before the End of Time?