One Punch Man Manga

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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! 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?!

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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 problem—he just can'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 it'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 isn't long before trouble appears!

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 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 Suiryu fights the newly monsterized fighters one after another, until a certain hero rushes to his side to help! -- VIZ Media

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average-looking guy has a not-so-average problem—he just can't seem to find an opponent strong enough to take on! The curtain rises on the big battle between the Monster Association and the heroes! As the Class-A and lower-ranked heroes engage in intense battle, the Class-S crew is able to take out a horde of monsters in one fell swoop before invading farther underground. Among them, Flashy Flash demonstrates splendid battle prowess against ninja turned monsters!

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

For three years, Saitama has defeated countless monsters, but no one knows about him... That's because he isn't in the Hero Association's registry! Together with Genos, Saitama decides to take the Hero Association's test! But can they pass?! -- VIZ Media Narinki's private force is now free from Super S's control. Bushi Drill, Okama Itachi 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

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

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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

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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
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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

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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? -- VIZ Media

Despite just finishing a martial arts tournament and immediately dealing with the Monster Association invasion, Saitama still proves to be so incredibly strong that he feels empty inside. King lectures him on how to live like a hero, but it doesn't help. Meanwhile, servants of the Monster Association close in on Speed-o'-Sound Sonic! -- VIZ Media

One-Punch Man, Vol. 23VIZ Media LLC

At the martial arts tournament, Suiryu of the Dark Body Art shows promise with his outstanding strength. But outside the stadium, a large number of monsters are pushing the heroes, even Genos, to their limits! Inside, unaware, Saitama approaches his match against Bakuzan! -- VIZ Media

Garoh continue sa traque des héros. Alors que les dégâts augmentent et qu'un climat agité s'installe au sein de l'association, Saitama montre un soudain intérêt pour les sports de combat et se tape l'incruste dans un tournoi d'arts martiaux ! Pendant ce temps, Batte-man, en mission d'escorte, va se retrouver face à la redoutable famille des monstres scolopendres !!

The Class-A heroes struggle in their fight against the giant monster Multieyed 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

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