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## One-Punch Man, Vol. 3



## Synopsis

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 problemâhe just canât seem to find an opponent strong enough to take on! For three years, Saitama has defeated countless monsters, but no one knows about himâthatâs because he isnât in the Hero Associationâs registry! Together with Genos, Saitama decides to take the Hero Associationâs test! But can they pass?!â

## Book Information

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## Customer Reviews

Saitama is truly enlightened. He is the only real hero in the manga. Saitama does not let his great power build an ego or get to his head. He does not chase vanity or material gains. The apartment is small and simple in a part of town that has been abandoned. Saitama could get a much larger apartment, especially in the abandoned area where he could make an entire building his headquarters, but instead he chooses simplicity and humility. He never seeks adoration choosing instead simple pleasures like watering plants and chasing bargains at the supermarket. This is power at its most complete. A humility and respect for the power and responsibility to protect city z while at the same time avoiding the trappings of power and idolatry. Look how he responds to people attacking him by understanding their motives before they attack. This shows an enormous level of

psychic power. Even the less than heroic heroes seeking ranks and levels while chasing vanity fall to Saitama without much effort. Other heroes are concerned about their rankings and groups. Saitama defends the city against creatures from the planet who believe that humans have wasted the resources and seek revenge among others. The villains are so focused on power and destruction they cannot defend themselves against a person with true power. Go back to the fight with Carnage Kabuto when he jumped away. Carnage Kabuto knew that if he made that move he would have been killed yet he could not comprehend how a being could leave himself so wide open. Even when Carnage Kabuto strikes Saitama he is more concerned with missing bargain day at the supermarket. That is true power and enlightenment. The power to understand and control his power yet remain humble at the same time. It is this humility that allows him to be so strong and dodge most attacks with ease while defending city Z. There are so many levels here. Even the artwork has Saitama drawn in a very basic and simplistic form showing his simple life and humility.

One Punch Man volume 3 continues with the amazing art the series is known for. It starts with Saitama and Genos applying to the Heroes Association to become legally recognized hero. A big highlight of this volume is the training session which art is gorgeous. The comedy is also spot on. As with other volumes the fights can get a bit graphic although compared to the last 2 volumes it's a bit more tame.

Saitama and Genos have decided to join the Hero Association, with Saitama -- One-Punch Man -- hoping for some recognition and maybe even a stipend. Genos aces both the physical and written tests and goes straight into S-Class, the highest. Saitama sets new records in the physical tests, but his performance on the written half is so indifferent he barely squeaks in on the Association's lowest rung, the bottom of Class C. With the Hero Association in the picture, the story expands to include a whole bunch more characters; and cliques, rivalries and politics begin to complicate Saitama's heretofore relatively uncomplicated life. We get to see other heroes in action, and sit in on a Hero Association management conclave. Yusuke Murata and his staff turn in the expected splendid art job; page 48, Genos deploying his full armament in a sparring match with Saitama, pages 126-140, the engagement between Golden Ball, Spring Mustachio, and the monster "Kombu Infinity" are just a couple of the many highlights. Sonic the ninja returns to vex Saitama, and a couple of bonus episodes fill out the book, with the last one featuring a striving member of the Blizzard Bunch, a B-Class hero sub-association, who gains new inspiration from an encounter with One-Punch Man (after being thoroughly crushed by S-Class Terrible Tornado, a sharp-tongued little

girl with powerful psychokinetic abilities and a most hostile attitude). Awesomely excellently entertaining. Many stars.

Still funny as the first 2 however, the plot is finally revealing itself in this volume. The art is still amazing and the fights are drawn with such detail especially the Saitama and Genos fight. There is a lot of bonus material this volume, which is still enjoyable. We get a little backstory on Saitama--you can't help but root and like this character even though he always defeats his opponents. I still wonder how ONE does it...how he made an extremely overpowered character so likeable because I tend to hate those types of characters. Every side character is wonderful and my favorite villain of the series, Sonic (who is a male, by the way) is on the cover. Great and I can't wait to get Vol. 4.

The packaging had made the book bent like a small wave, kinda annoyed, but was fixed by pressing it down with weight. ALSO the fight scene between Genos and Saitama have changed from the original chapter in the magazine it's in, jump I think? The fight scene still looks amazing, however it doesn't go like scene by scene as I was in the magazine it was in in Japan.

I enjoyed this volume greatly. The art surpasses the level the previous books set, with much more attention paid to detail. The fight scenes are well done and are very impressive. It contains chapters 16-20, with two bonus chapters at the end. This volume follows Saitama and Genos's decision to attempt to join the Hero Association, an organization that can register them as official heroes.

This lacked the outrageous humor and multi-battles of the first two volumes, but the witty dialogue keeps it interesting. The plot is developed as One-Punch actually has a goal to further himself up the rankings from where he's been first ranked and he and Genos start their apprentice/master relationship. The main story is too short though with two "bonus manga" one shots filling up the rest of the book. A decent read but hoping the next volume will have more "punches" than this one did.

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