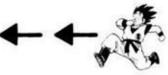
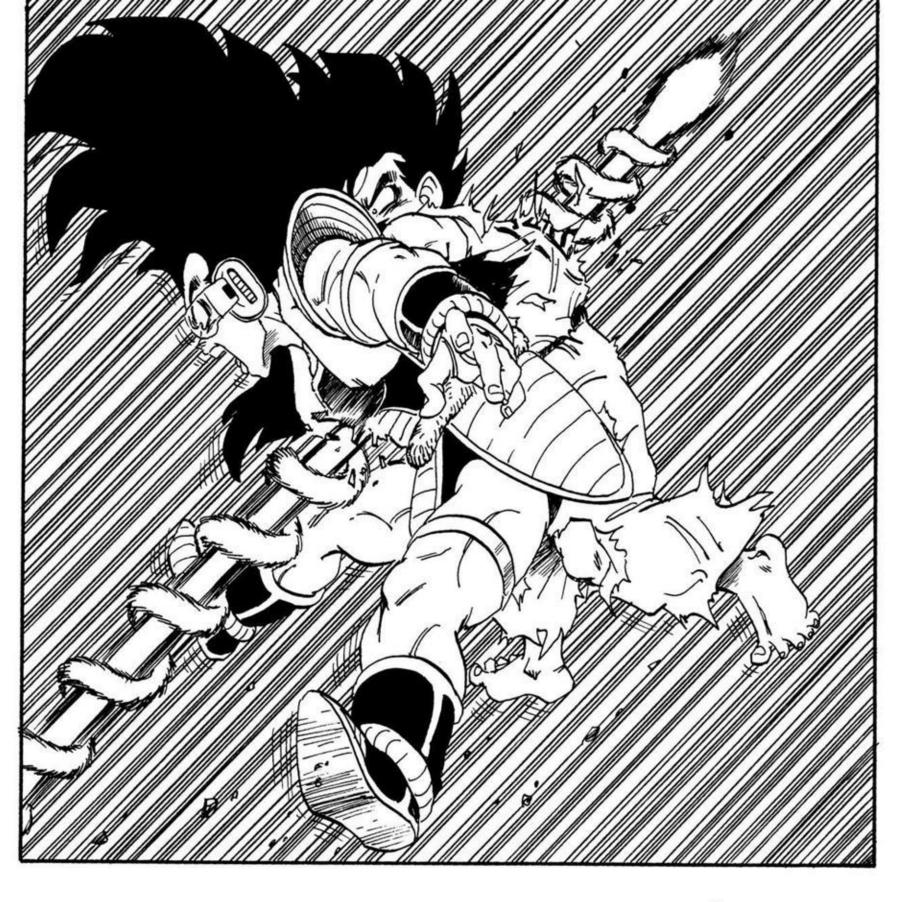
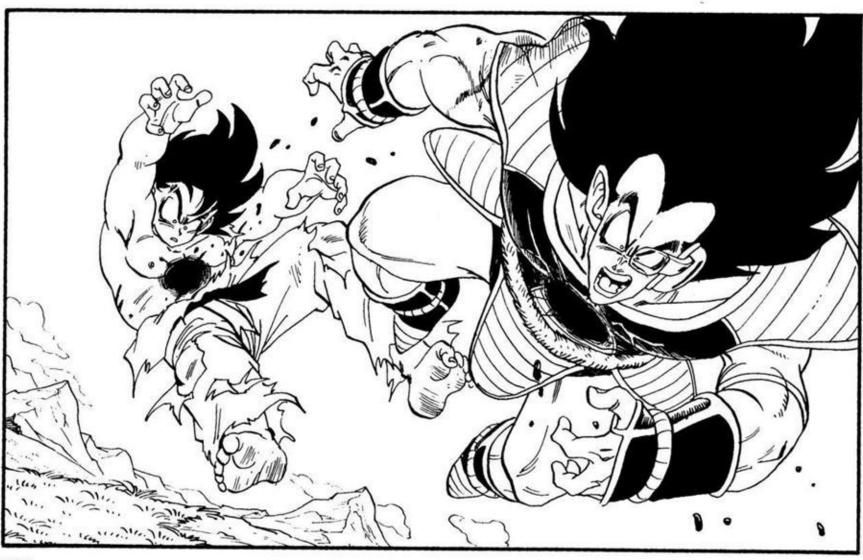
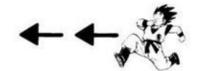
## DBZ: 10 • The Needs of the Many...

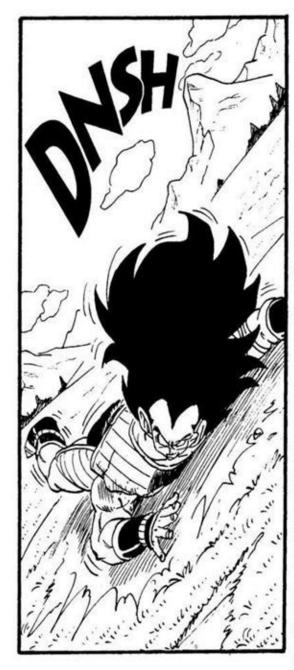












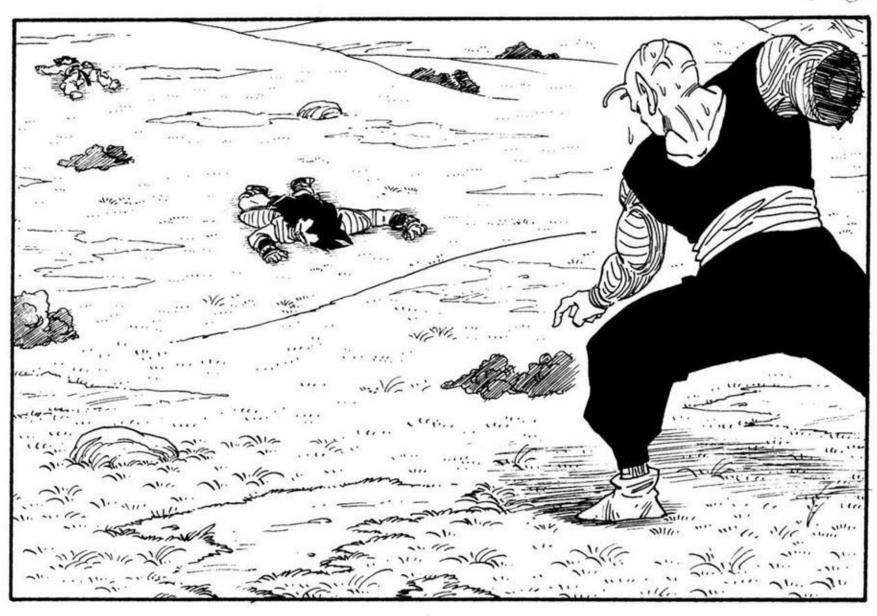




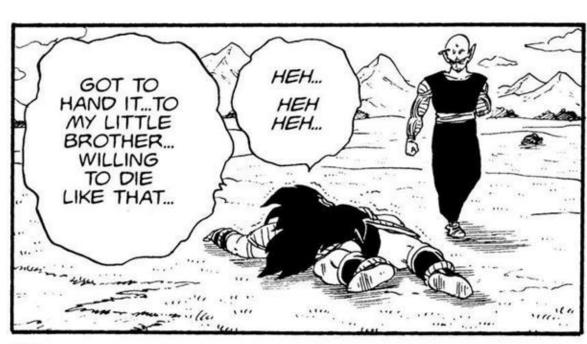




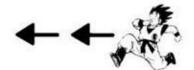


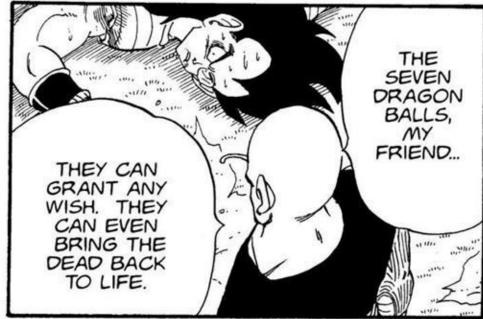






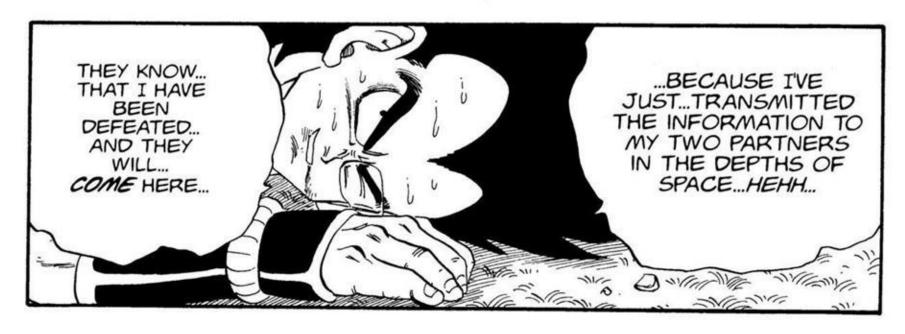


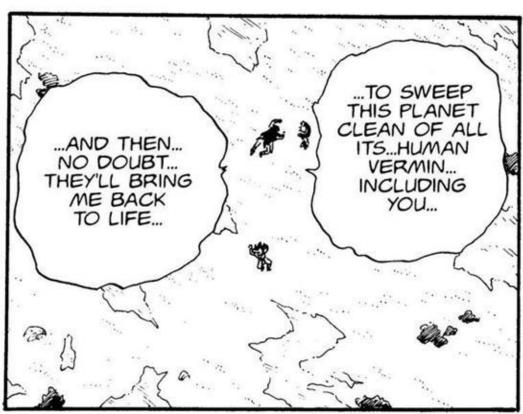


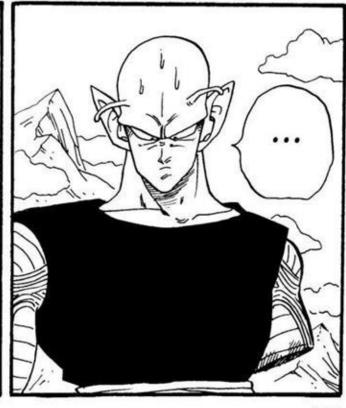




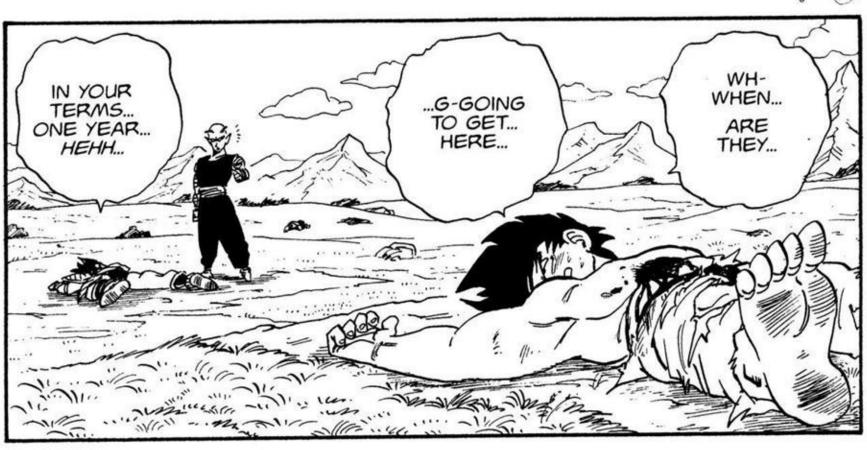


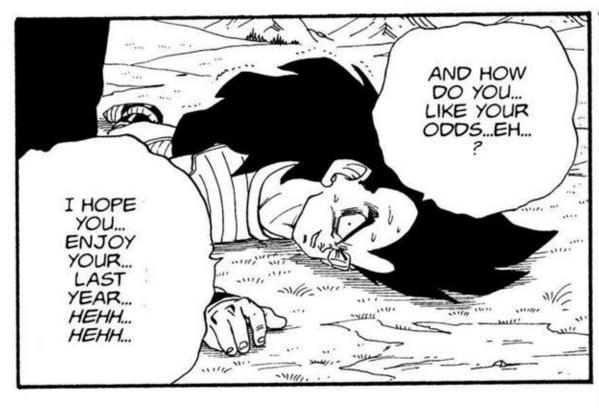










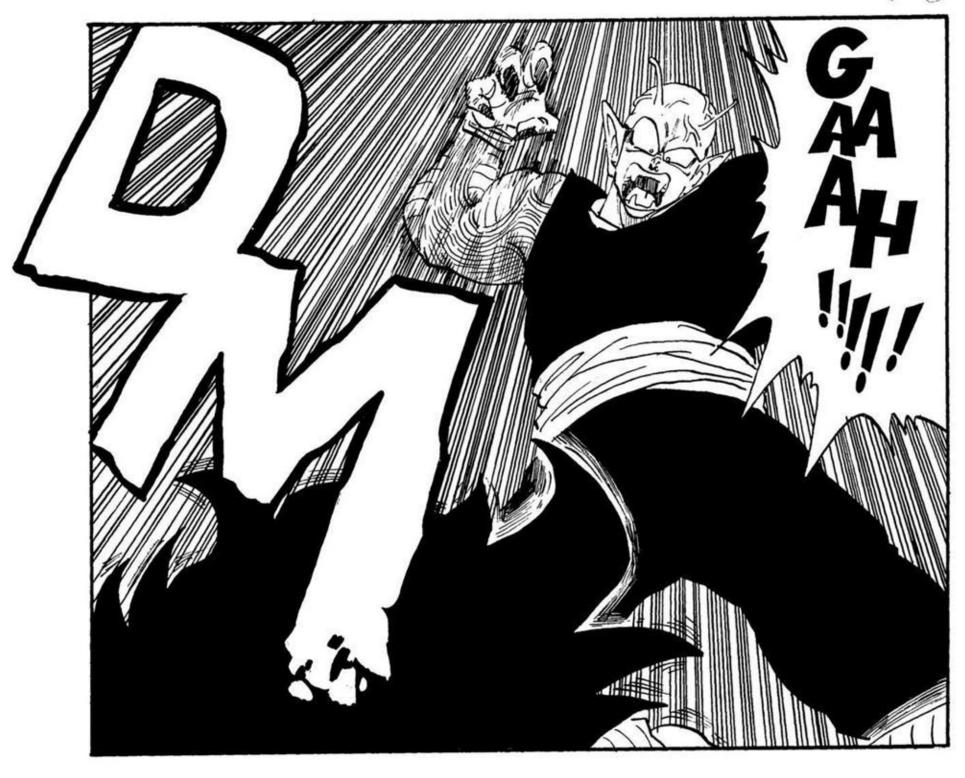








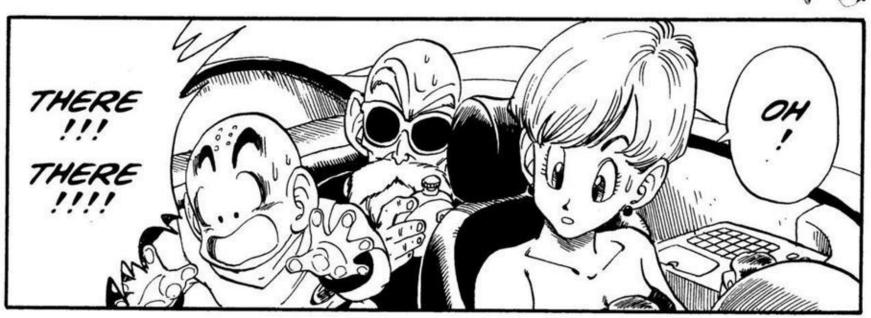


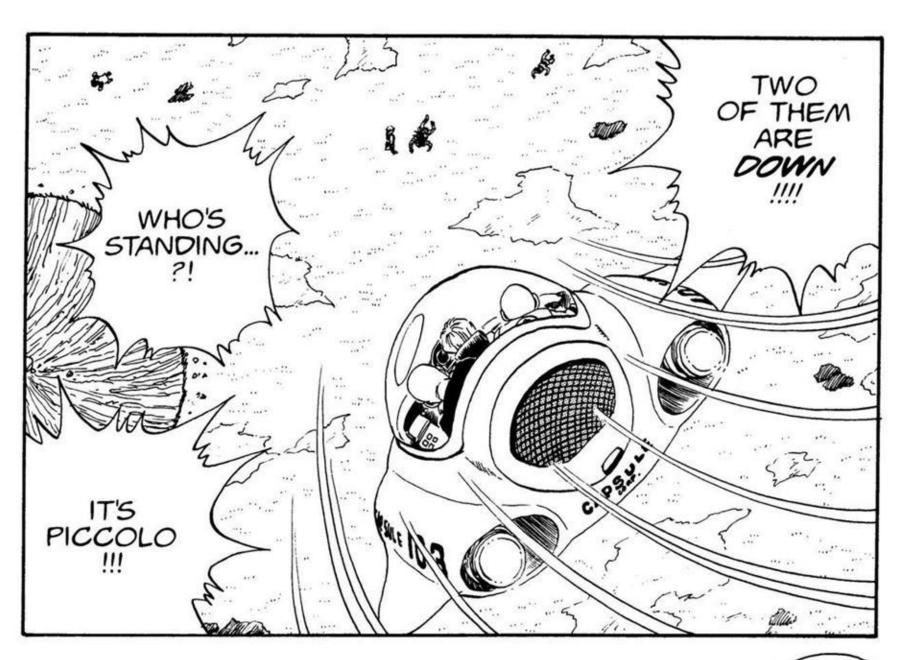


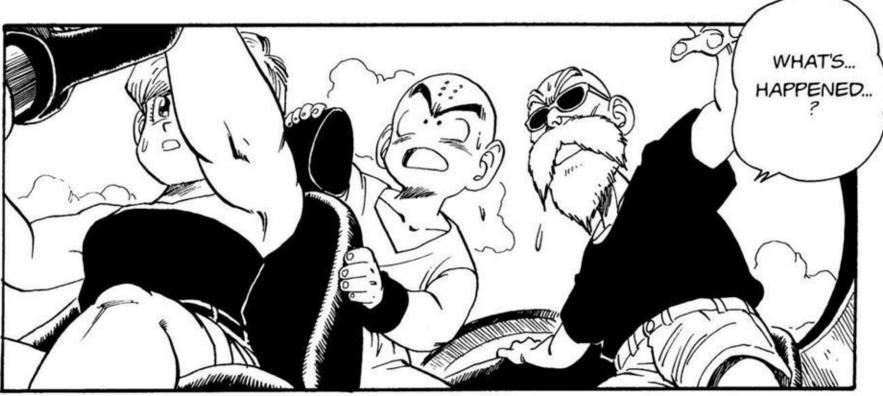




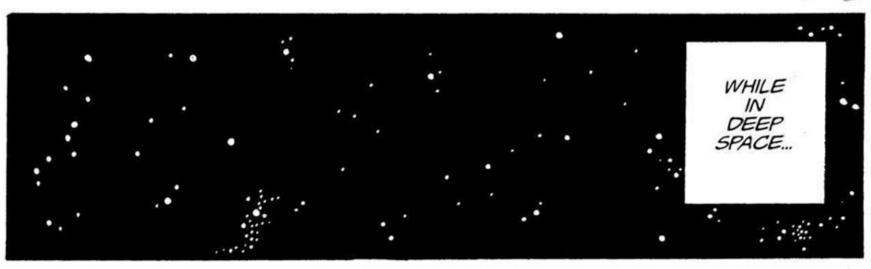


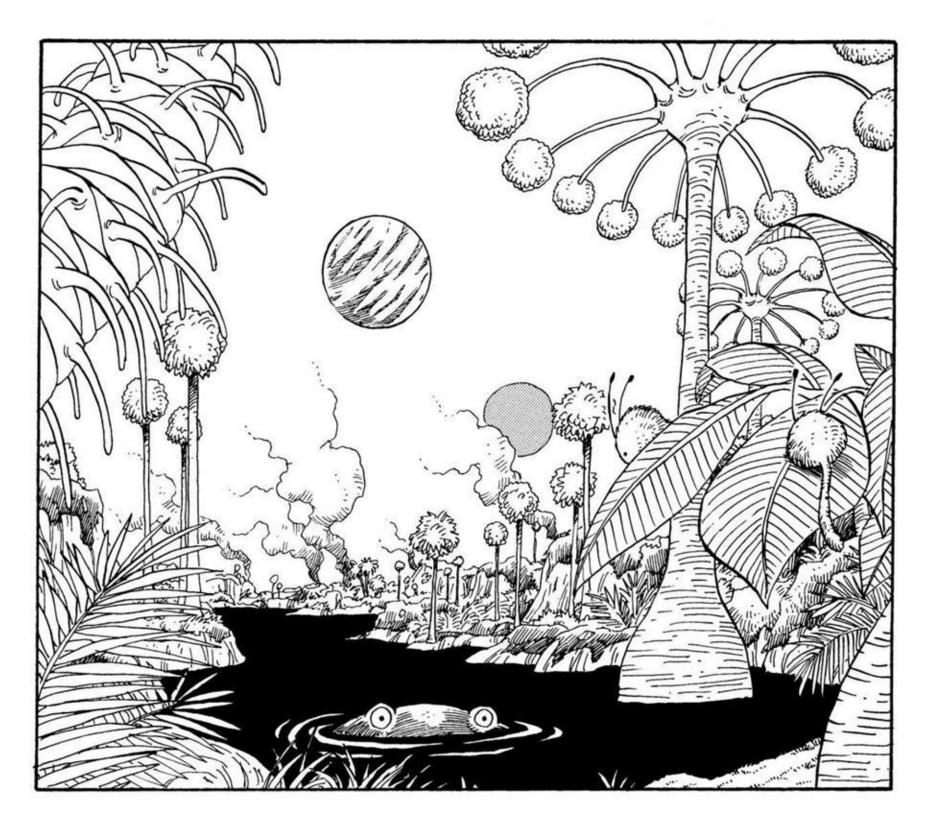




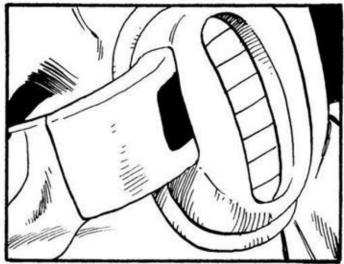




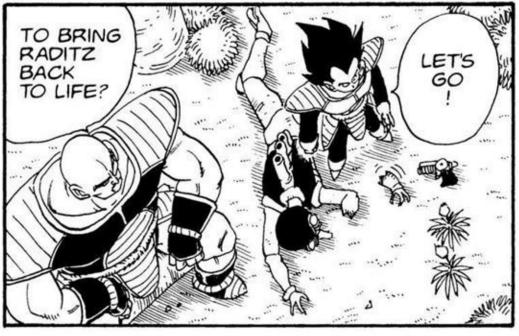








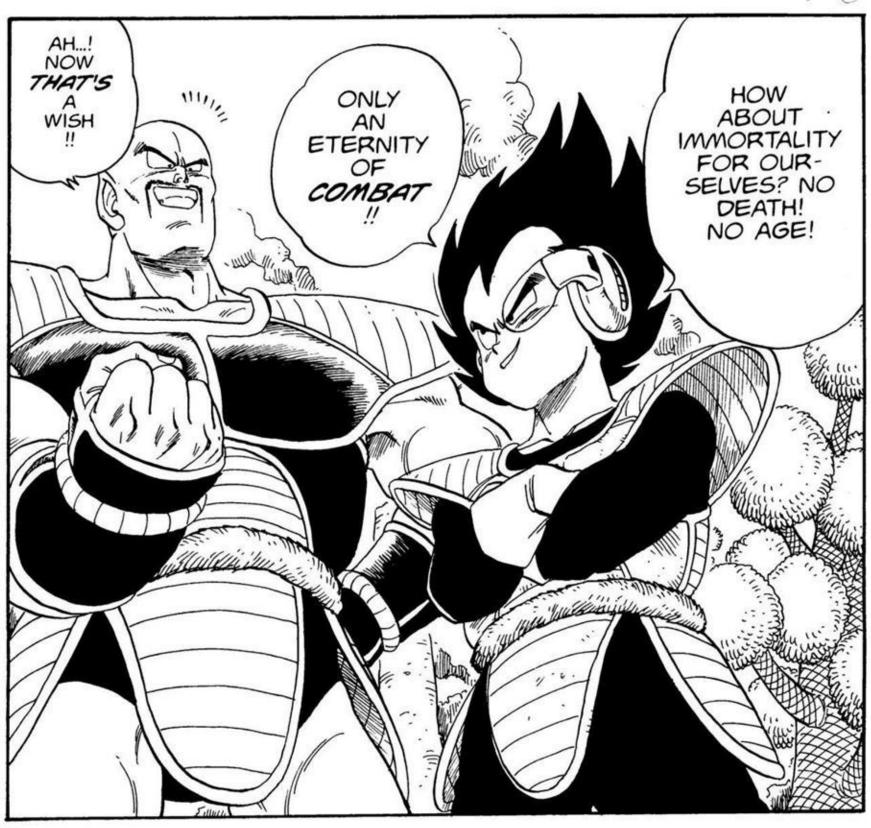






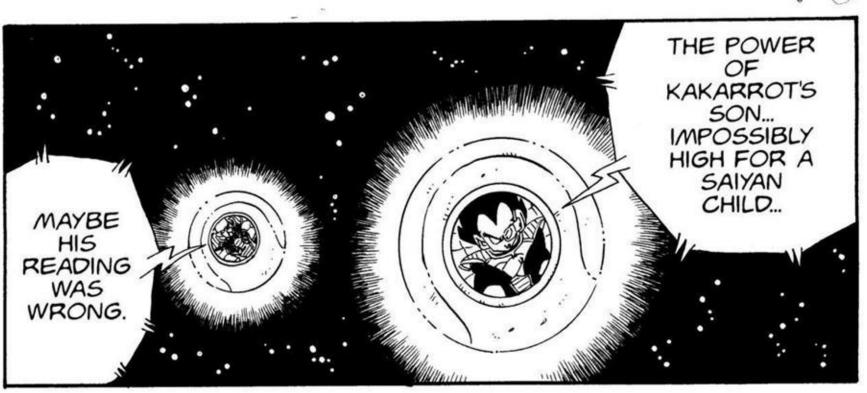






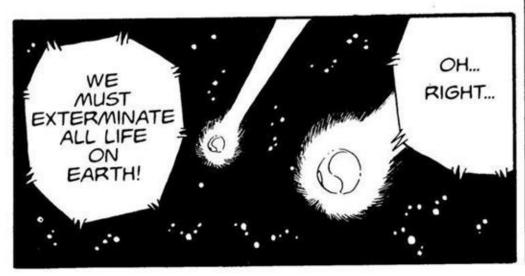






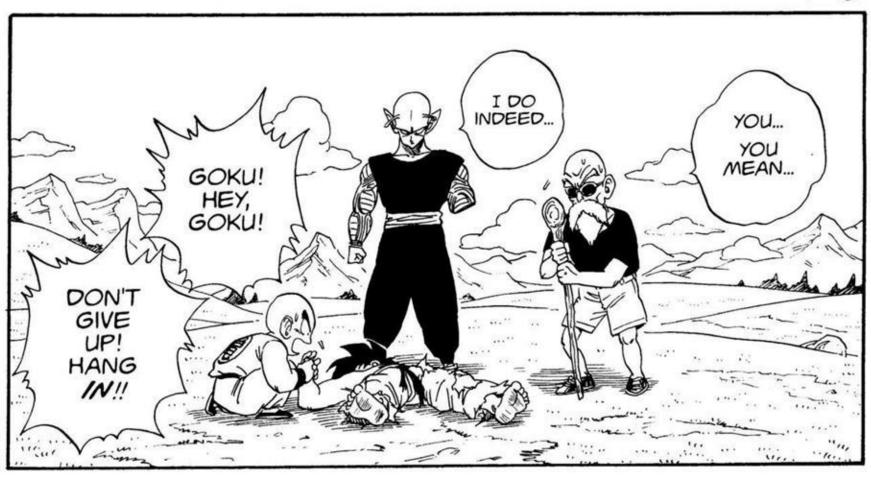




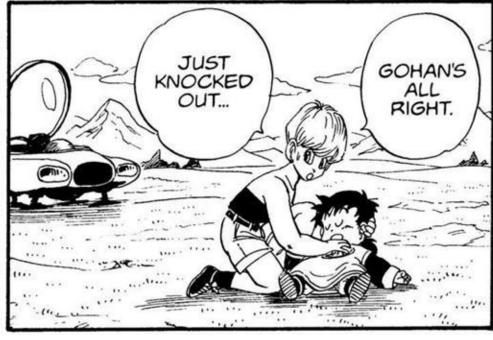








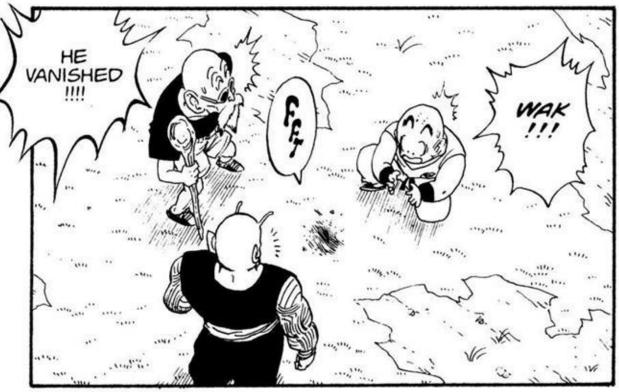








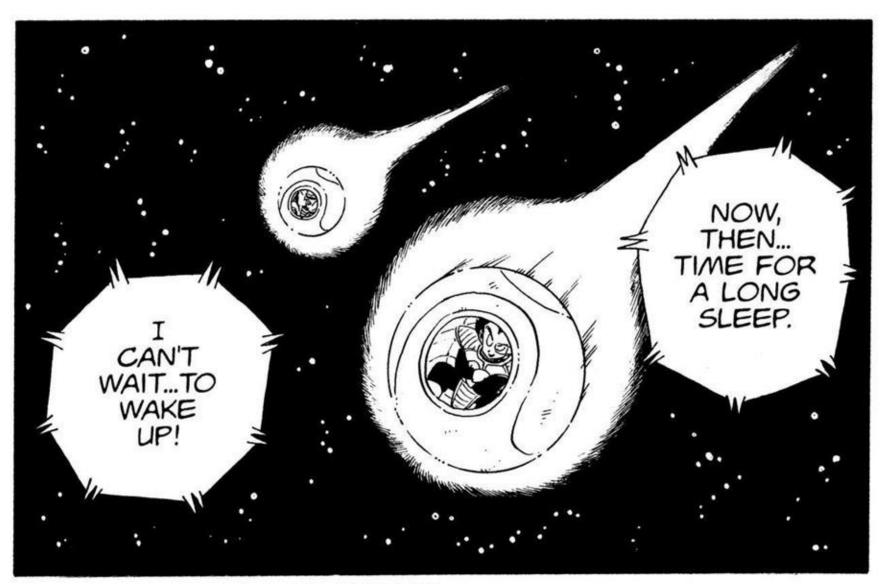












NEXT: WELCOME TO HELL!!



Most of the time, when my assistants aren't around, I work in a TV room while sitting at the *kotatsu* (a low table with an electric heater underneath and a comforter around the sides to keep in the warmth). Part of the reason is that I just can't get comfortable at a desk and chair. Also, it's kind of lonely working without the TV or a video on. But it's important not to get distracted by the TV and stop drawing. While I'm working, I always try to act like I'm not paying any attention to it. I'm such a good boy!

-Akira Toriyama, 1989

Artist/writer Akira Toriyama burst onto the manga scene in 1980 with the wildly popular **Dr. Slump**, a science fiction comedy about the adventures of a mad scientist and his android "daughter." In 1984 he created his hit series **Dragon Ball**, which ran until 1995 in Shueisha's best-selling magazine **Weekly Shonen Jump**, and was translated into foreign languages around the world. Since **Dragon Ball**, he has worked on a variety of short series, including **Cowa!**, **Kajika**, **SandLand**, and **Neko Majin**, as well as a children's book, **Toccio the Angel**. He is also known for his design work on video games, particularly the **Dragon Warrior** RPG series. He lives with his family in Japan.