

DRAGON BALL

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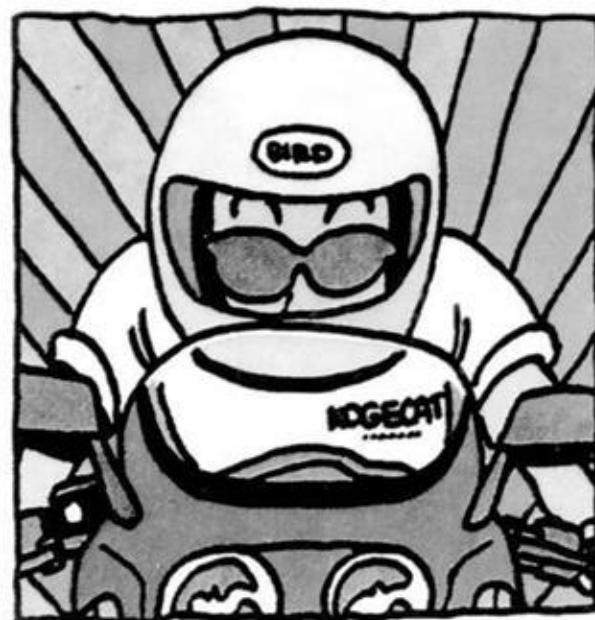


SHONEN JUMP GRAPHIC NOVEL

Story & Art by

Akira Toriyama

volume 8



鳥 山 明

On days when I have to ink **Dragon Ball**, I get up around noon, eat breakfast, and then around 1 p.m. I begin working together with my assistant Matsuyama. I take a break from 7 to 8 p.m. to eat dinner, walk my dog, and feed my bird. Matsuyama goes home around 9 p.m. and I continue to work while watching television. I usually take a bath around 11 p.m. and then after that I relax but I continue to do a bit more work. I will then go to sleep around 4 a.m. And that is what my inking days are like.

—Akira Toriyama, 1987

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 bestselling 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**, **Sand Land**, 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.

DRAGON BALL VOL. 8
The SHONEN JUMP Graphic Novel Edition

This graphic novel is number 8 in a series of 42.

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PARENTAL ADVISORY

Dragon Ball is rated T for Teen. It contains
violence and tobacco use. It is recommended
for ages 13 and up.



SHONEN JUMP GRAPHIC NOVEL



DRAGON BALL

Vol. 8

DB: 8 of 42

STORY AND ART BY
AKIRA TORIYAMA

THE MAIN CHARACTERS

Son Goku

Monkey-tailed Son Goku has always been stronger than normal. His grandfather Gohan gave him the *nyoibō*, a magic staff, and Kame-Sen'nin gave him the *kinto'un*, a magic flying cloud.

Bulma

A genius inventor, Bulma met Goku on her quest for the seven magical Dragon Balls.

Yamcha

Yamcha used to be a desert bandit, but he went to the city to be Bulma's on-and-off boyfriend. He uses "Fist of the Wolf-Fang" kung-fu. Pu'ar is his shapeshifting friend.

Lunch

A strange woman whose personality changes whenever she sneezes.



Kuririn

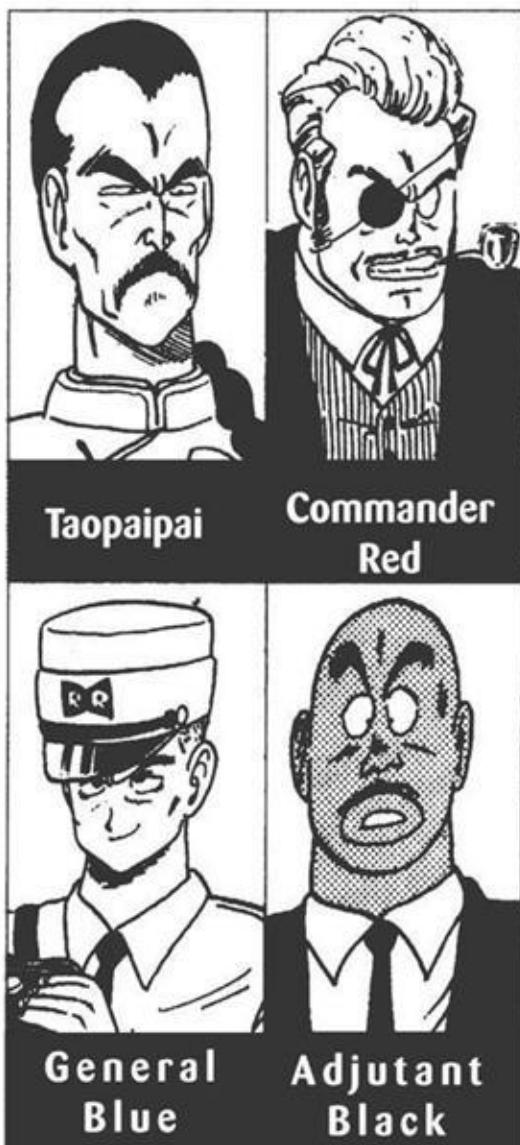
Goku's former martial arts schoolmate under Kame-Sen'nin.

Commander Red

The ultimate authority of the Red Ribbon Army, he wants to gather all seven Dragon Balls so that his wish can be granted.

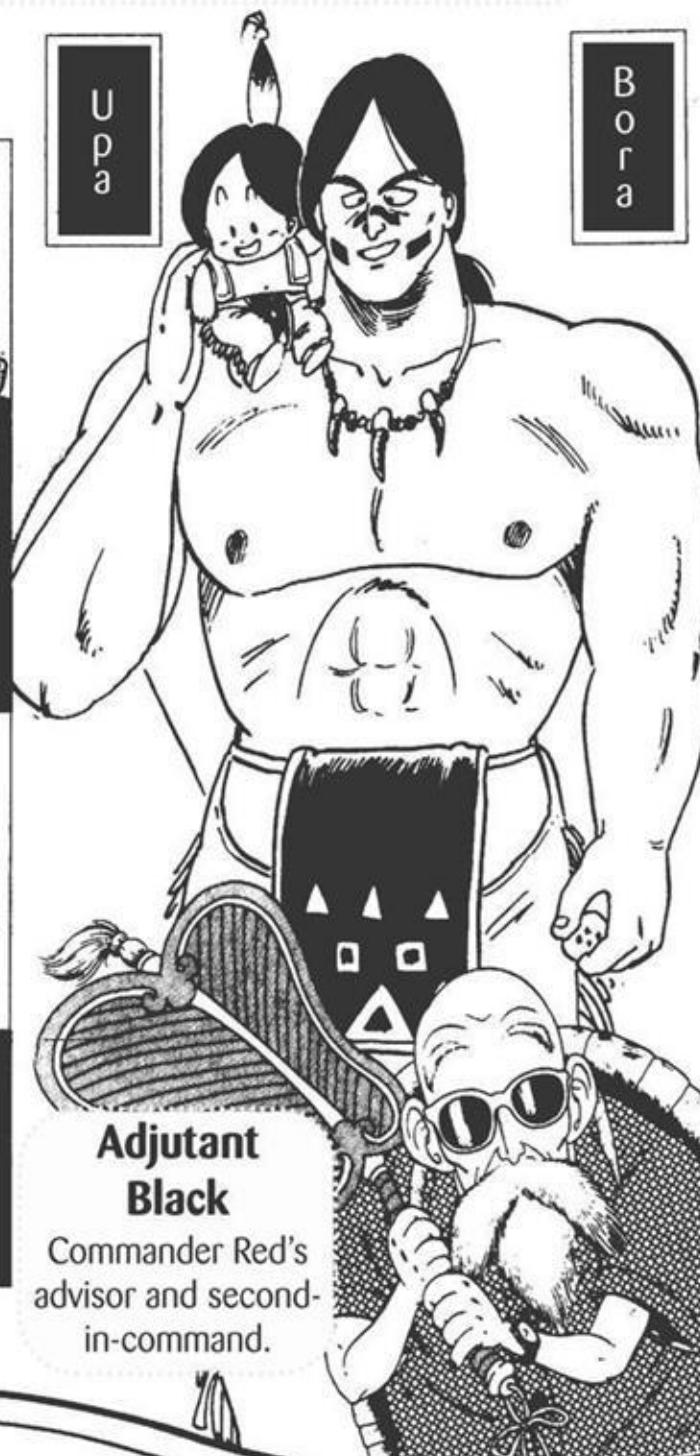
Taopaipai

The world's deadliest assassin.



General Blue

A cruel, vain sub-commander of the Red Ribbon Army. Goku defeated him, but General Blue managed to hang on to Bulma's Dragon Radar that detects the Dragon Balls!



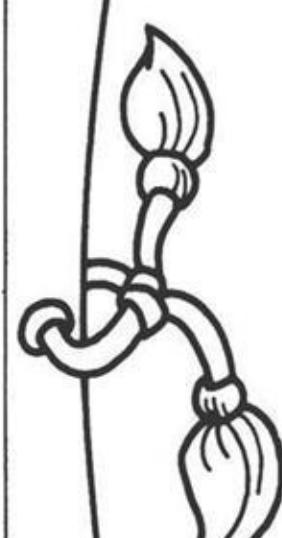
Bora & Upa

A father and son who live in the Karin Sanctuary. When Bora defended his land from the Red Ribbon Army, they kidnapped his son. But Goku rescued Upa and brought him back safely.

Kame-Sen'nin (The "Turtle Hermit")

A lecherous but powerful martial artist (also known as the *muten-rôshi*, or "Invincible Old Master") who trained Goku's grandfather, Son Gohan, as well as Goku himself. He taught Goku the *kamehameha* attack.

Legend says that whoever gathers the seven magical "Dragon Balls" will be granted any one wish. Son Goku, a young boy from the mountains, first heard the legend from a city girl named Bulma. After many dangerous adventures with Bulma, Goku trained under the great martial artist Kame-Sen'nin and competed in the "Strongest Under the Heavens" fighting tournament. Afterwards, Goku resumed his quest for the Dragon Balls, only to find that a powerful enemy, the Red Ribbon Army, was also searching for them. Now, frustrated by Goku's continued interference, Commander Red has hired an assassin to get rid of him once and for all...



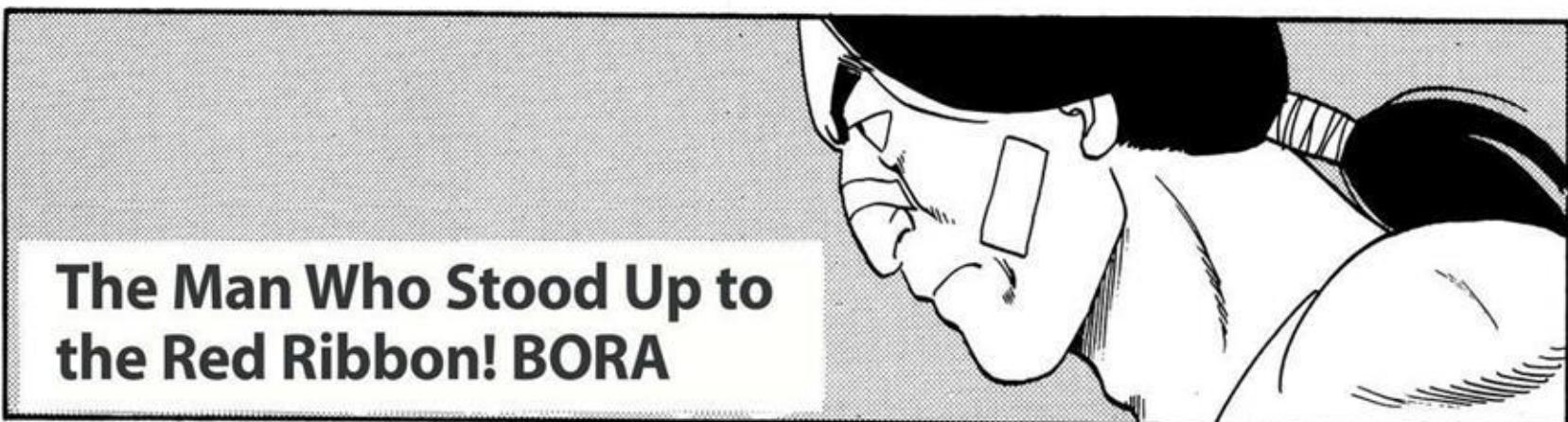
DRAGON BALL 8

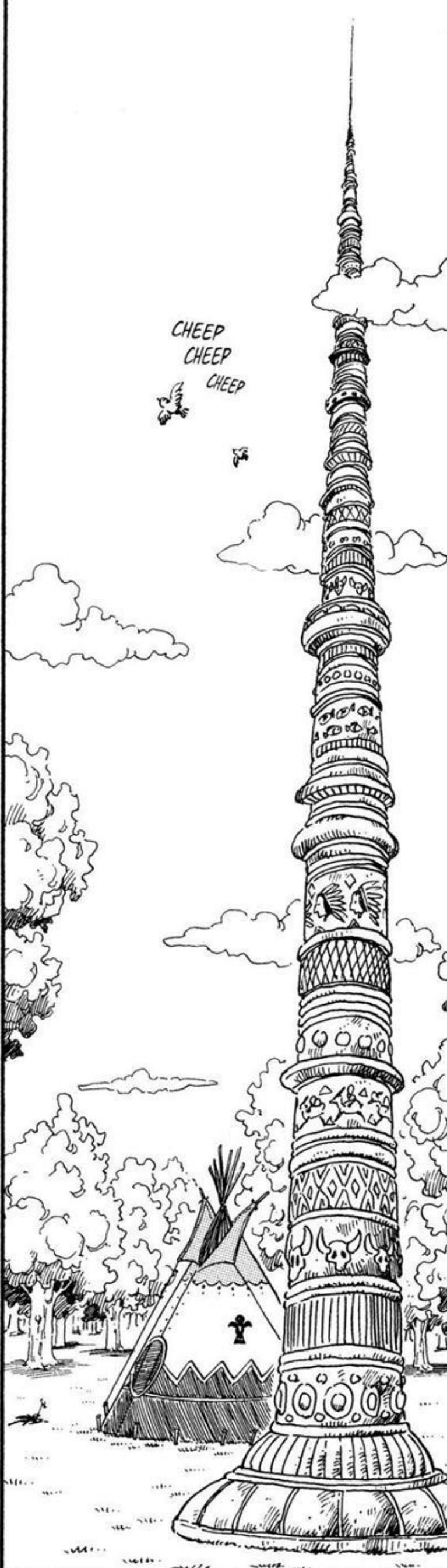


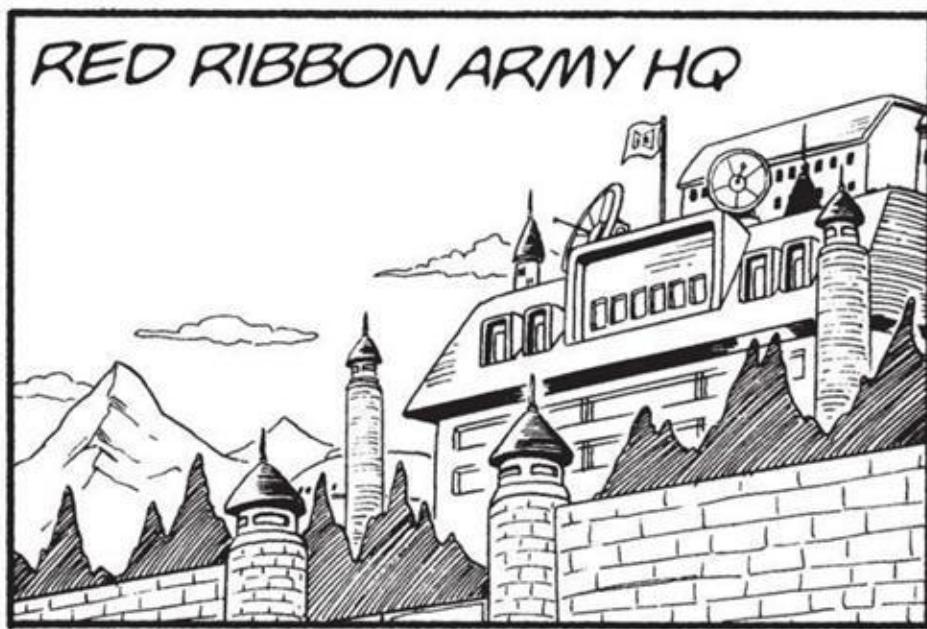
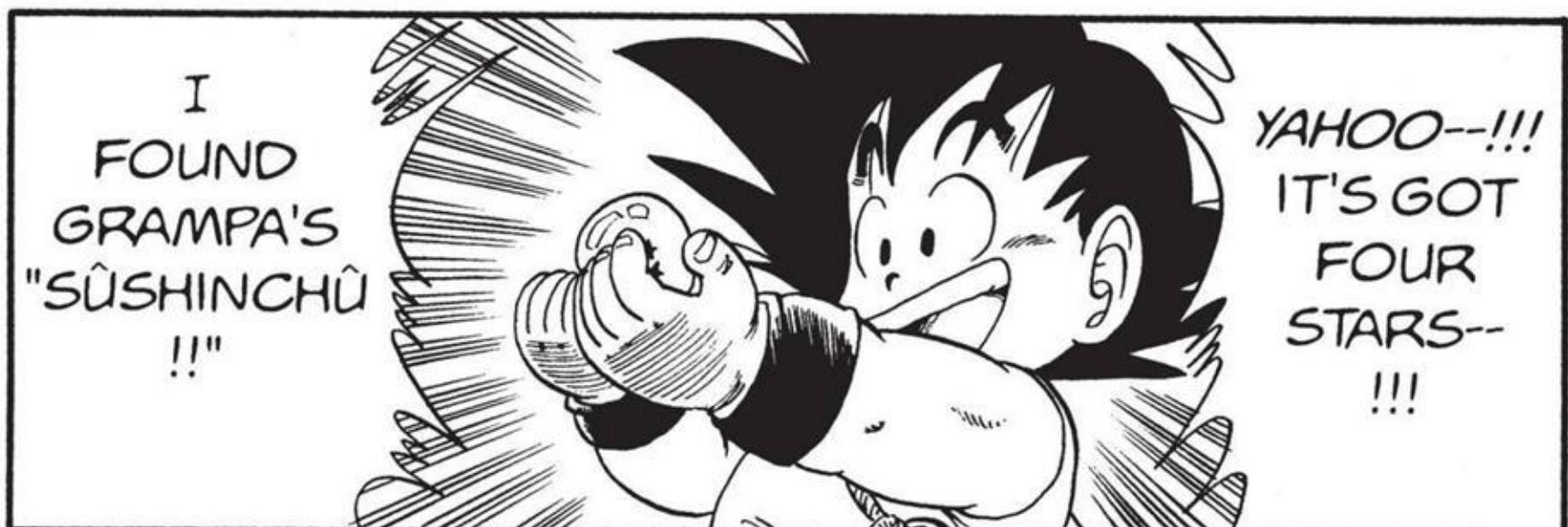
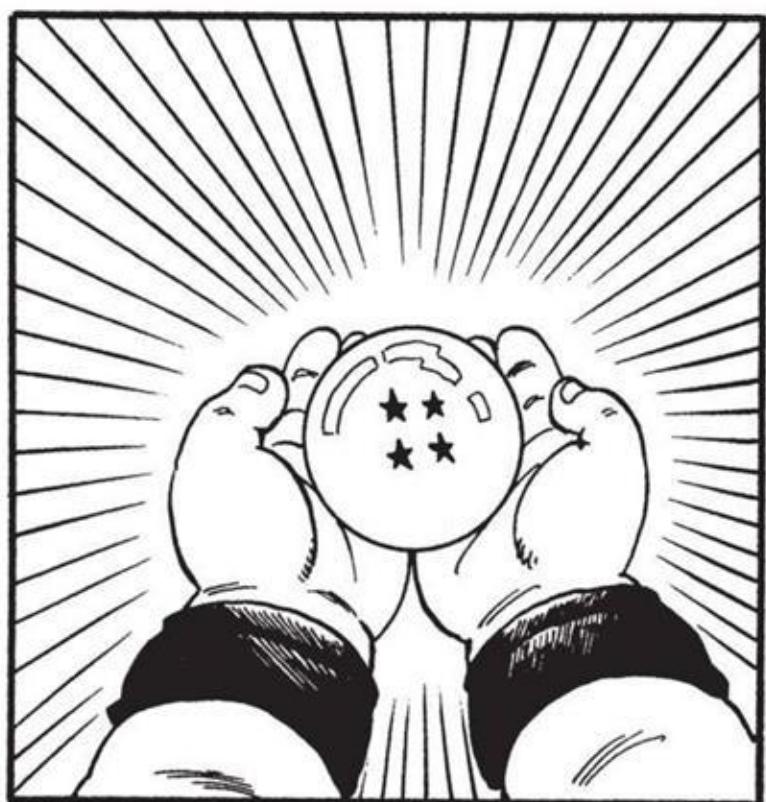
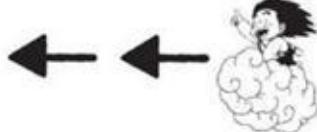
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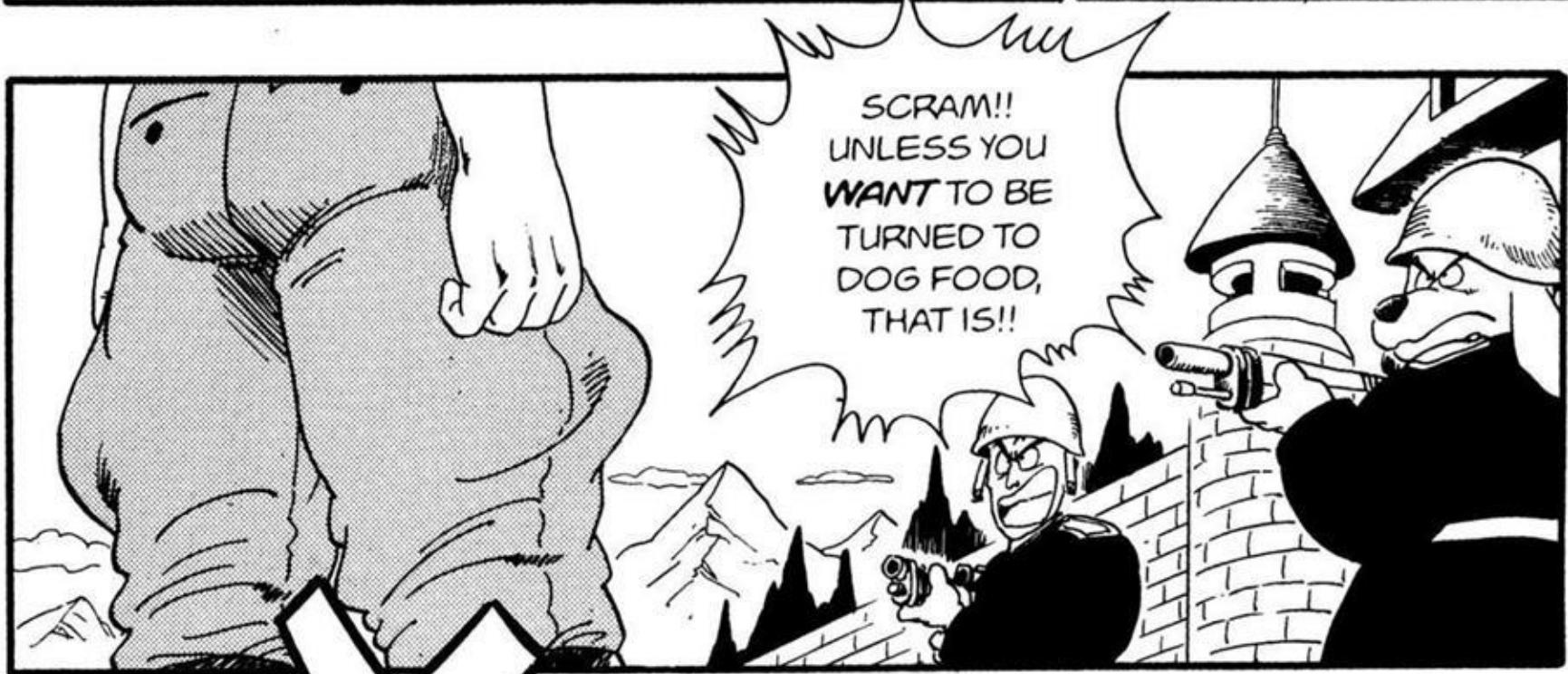


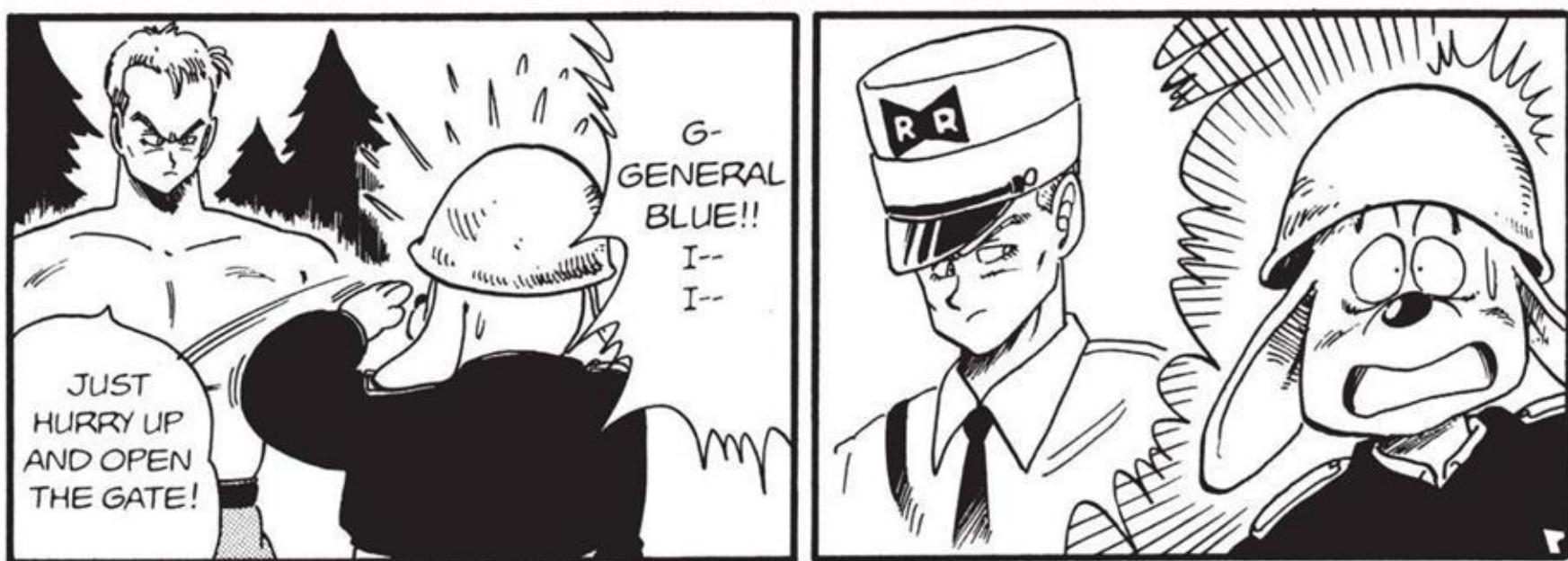
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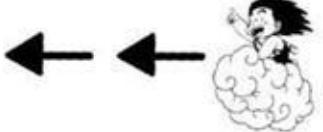


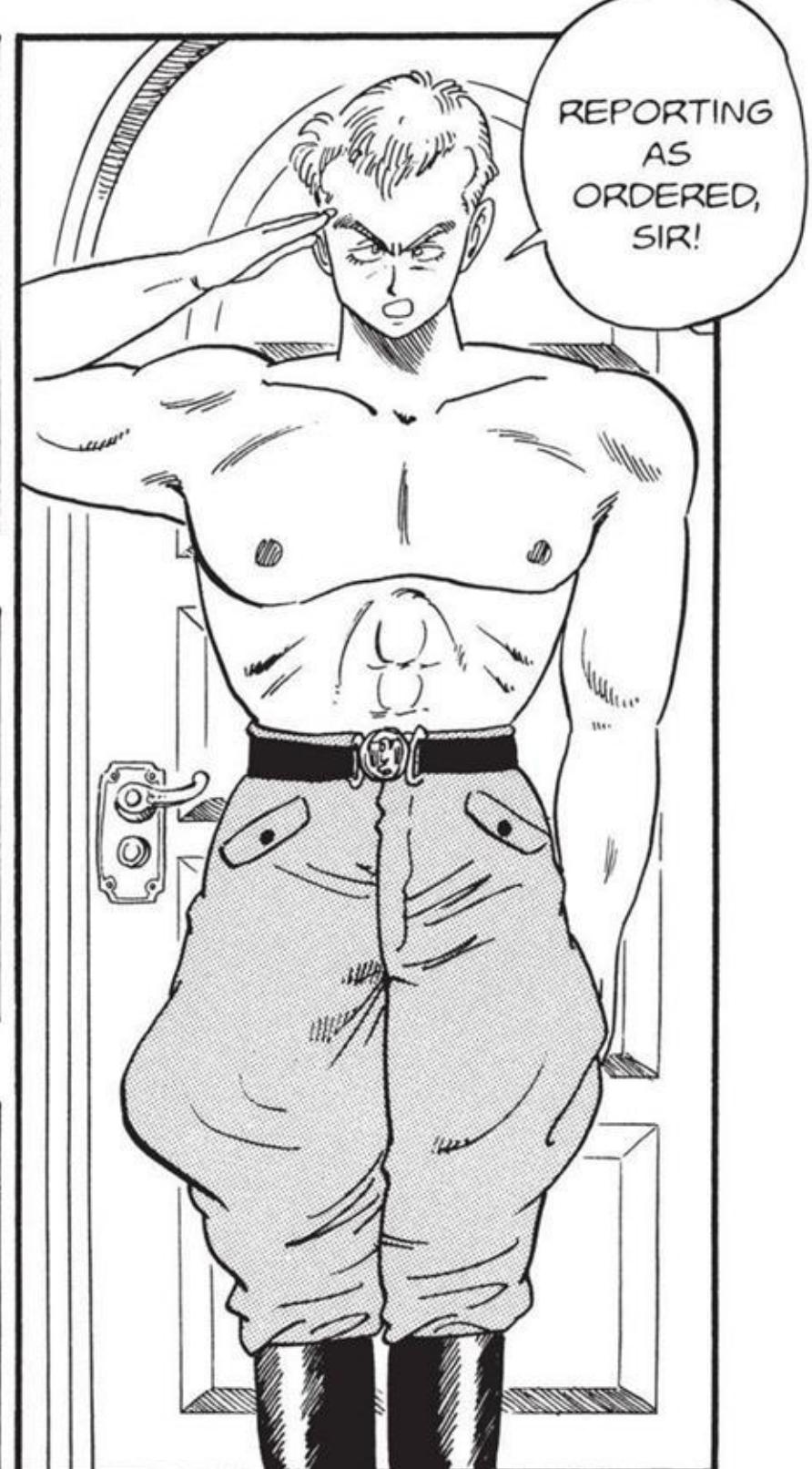
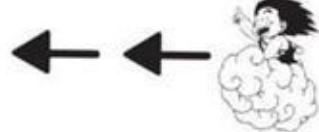


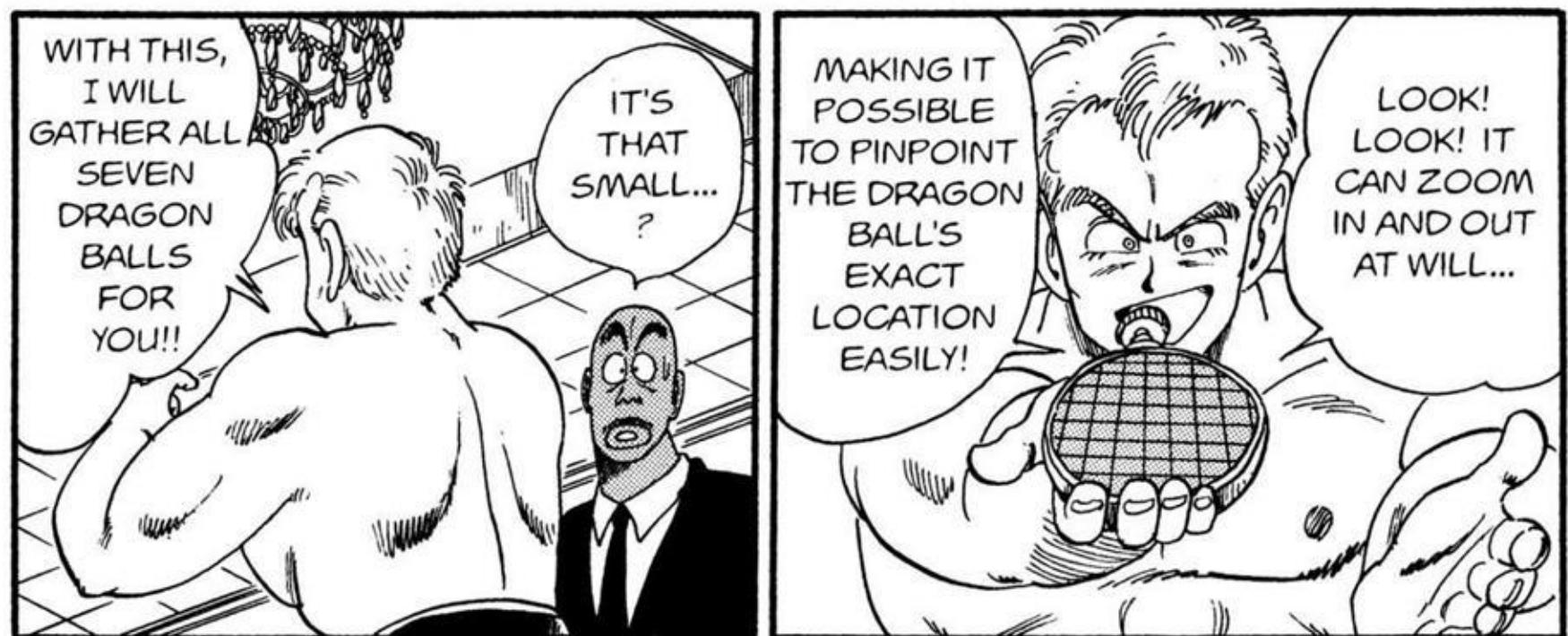
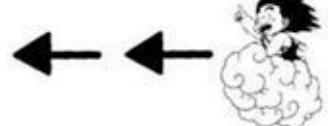


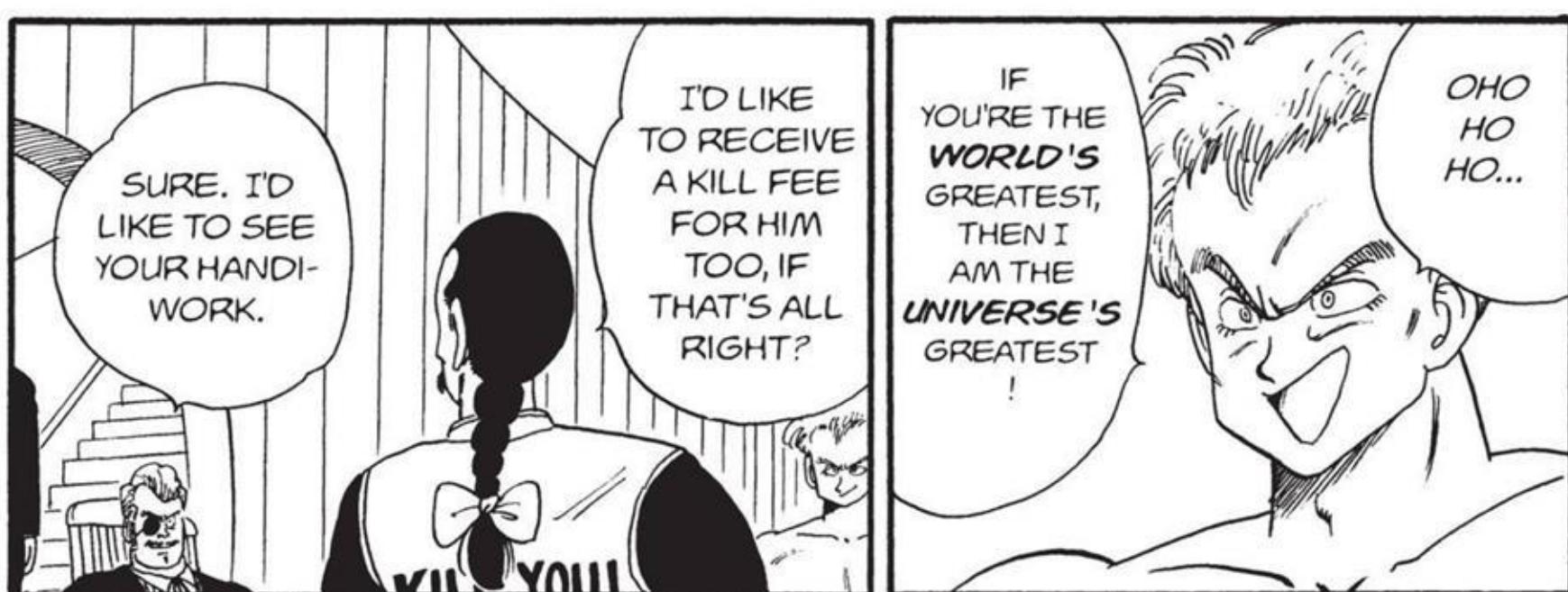
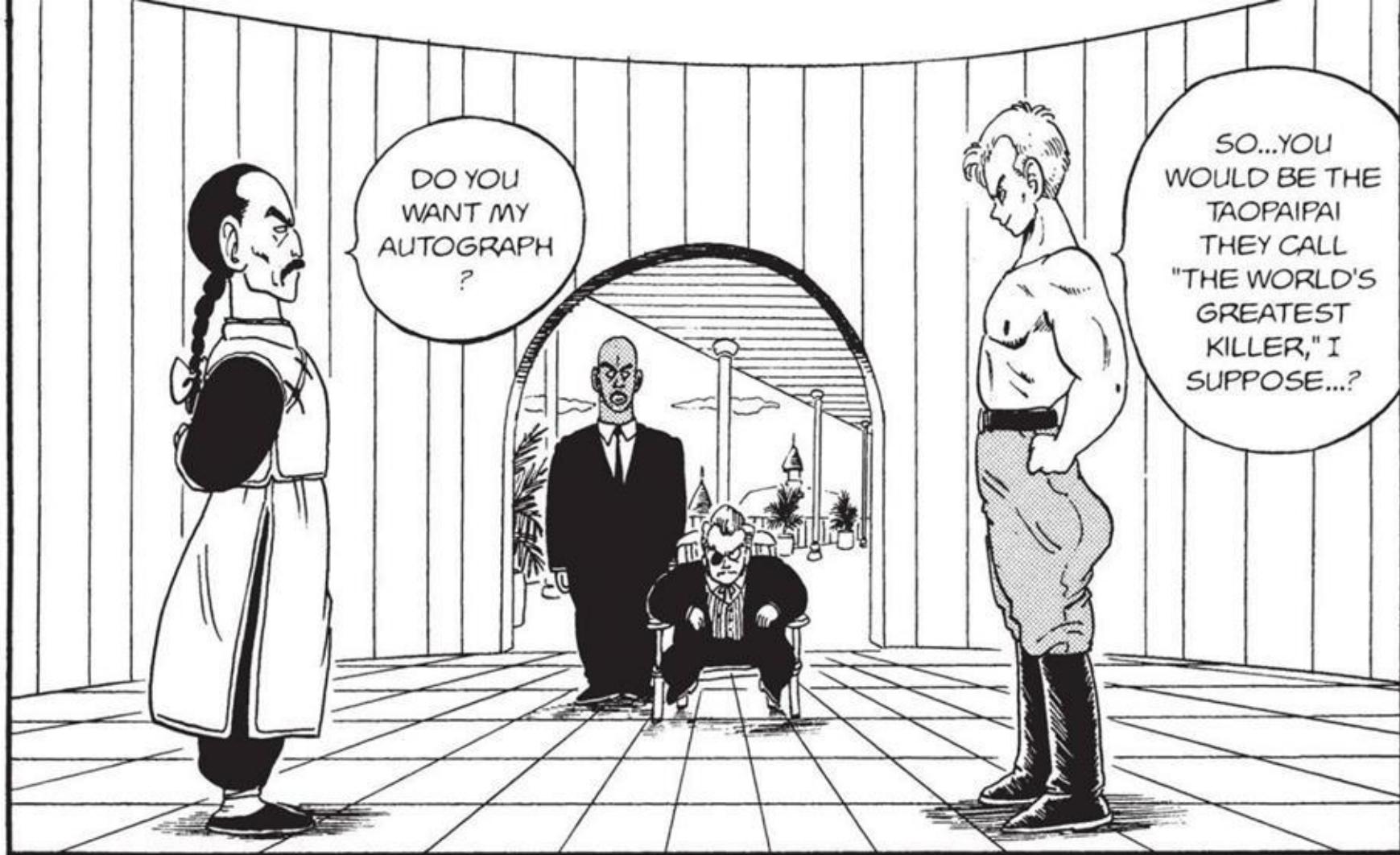


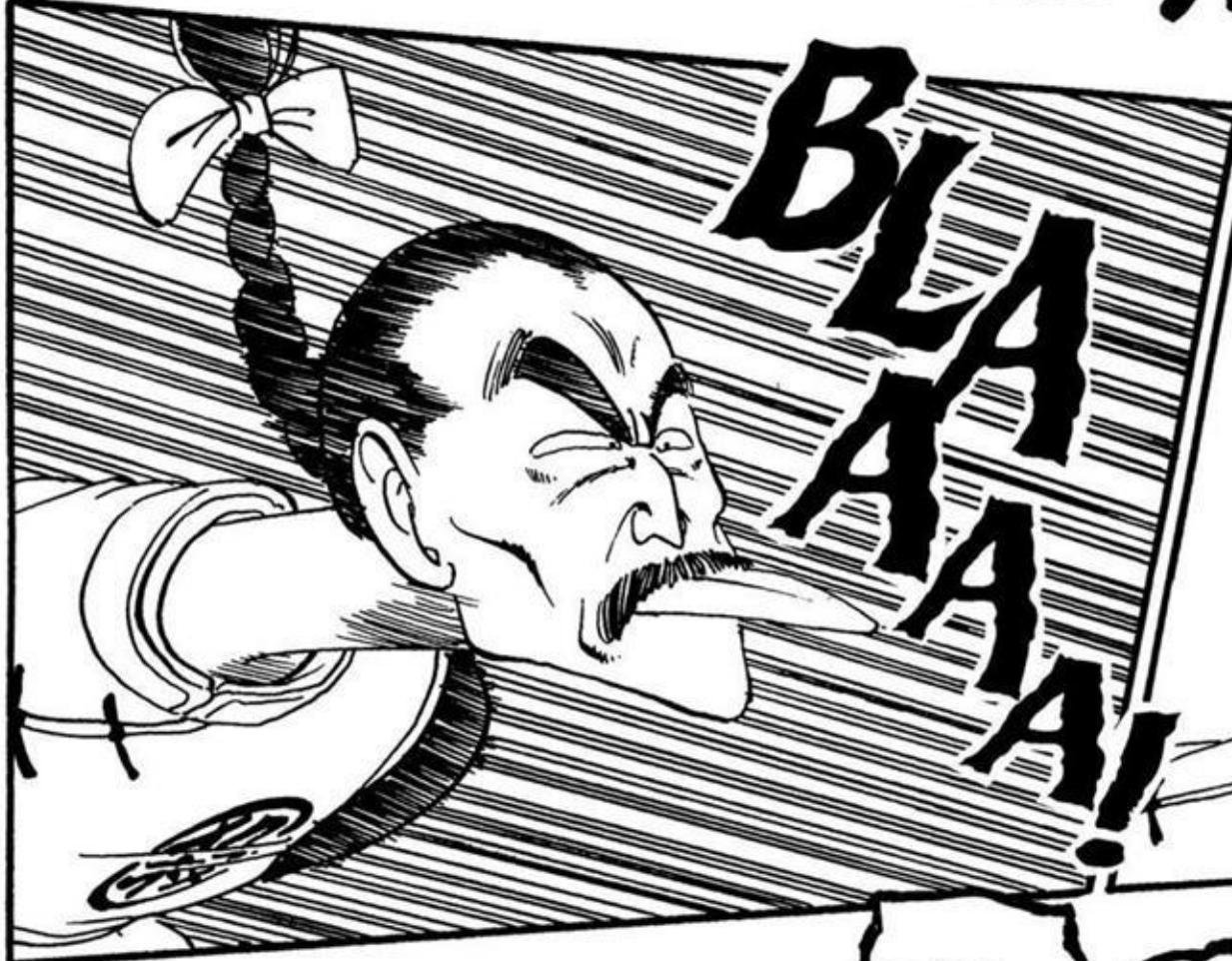


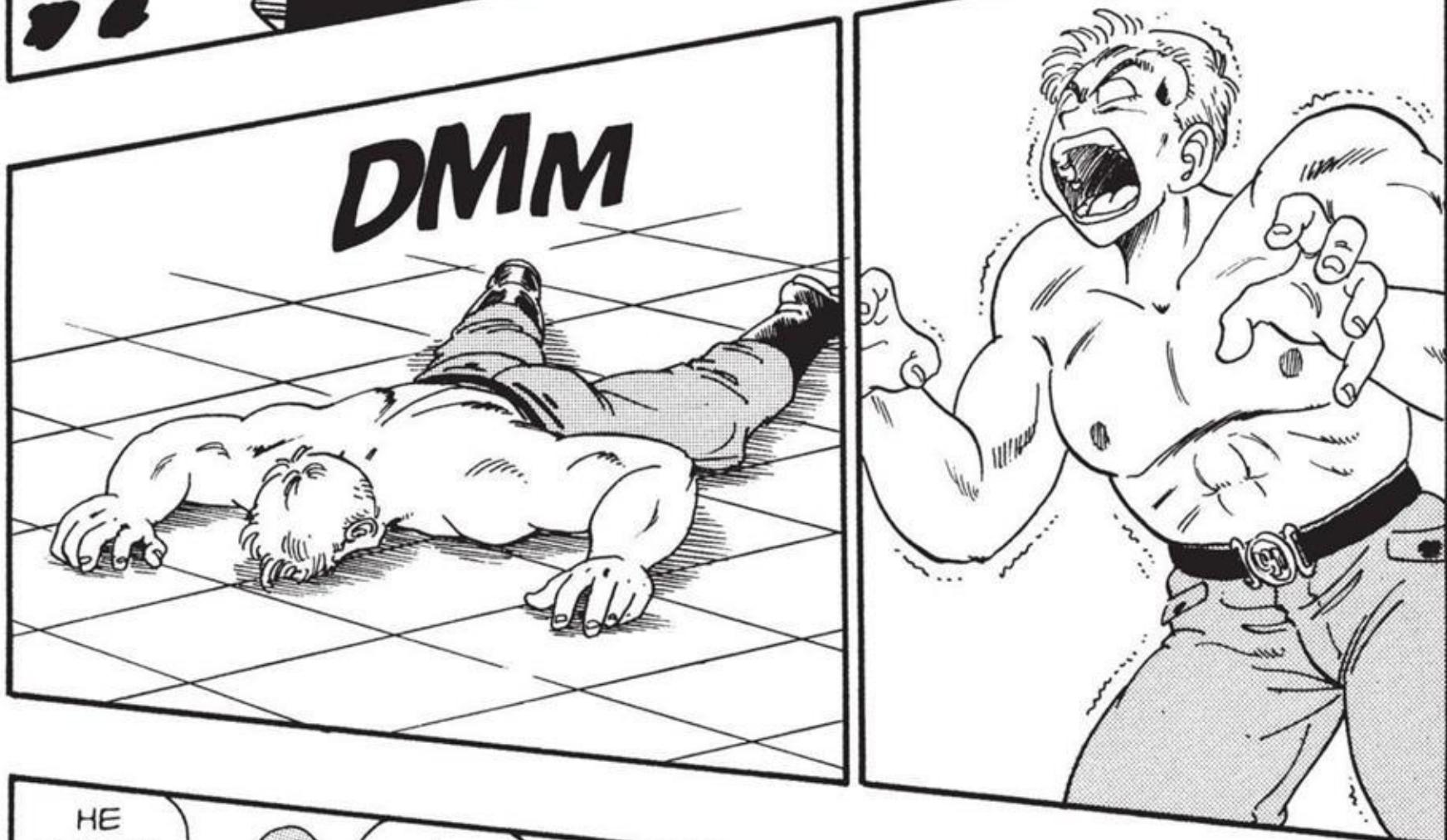
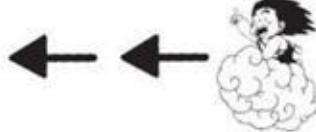


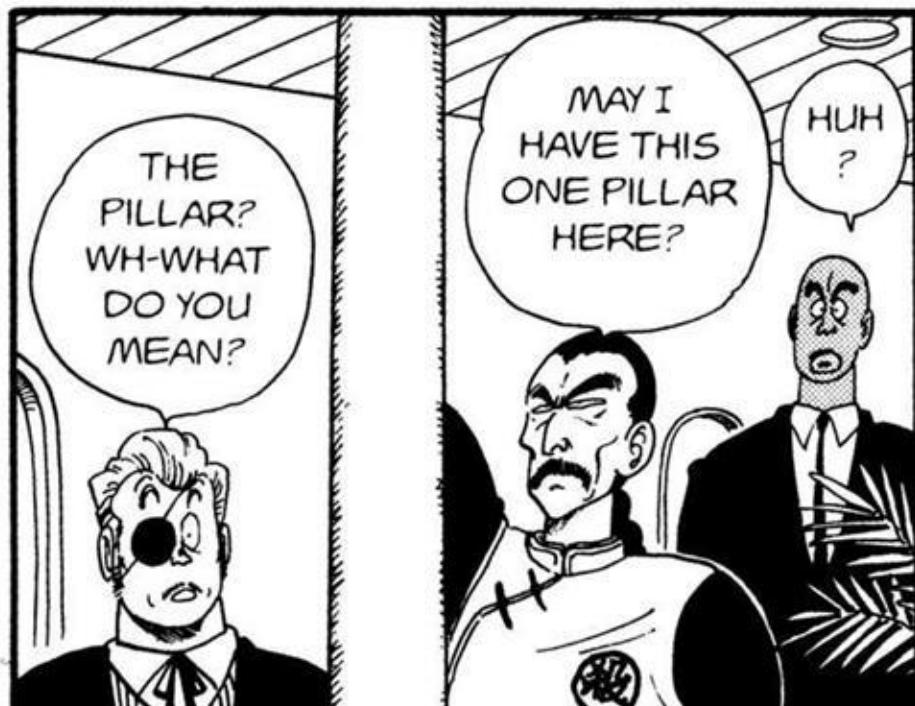
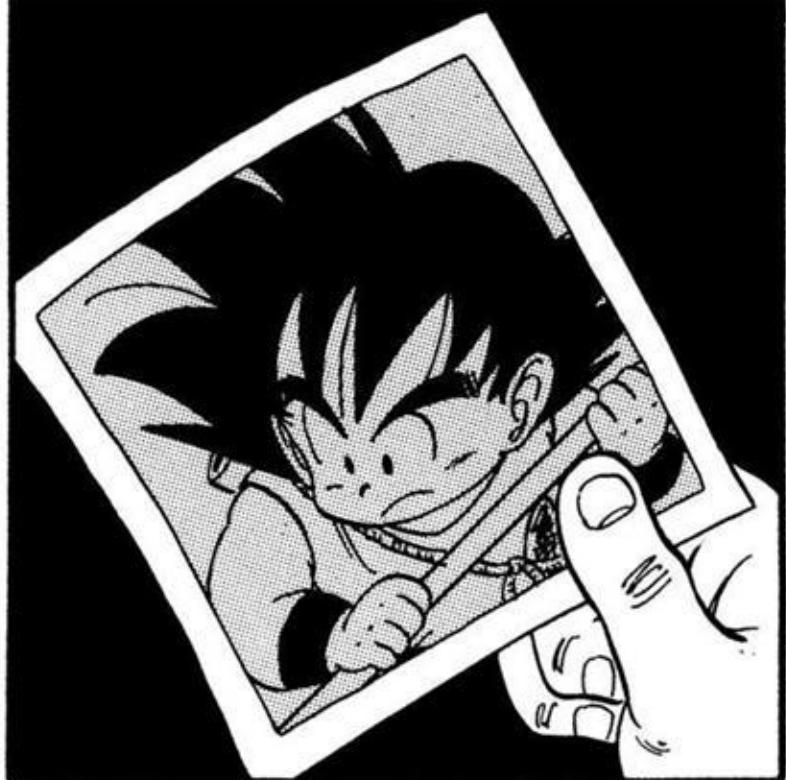


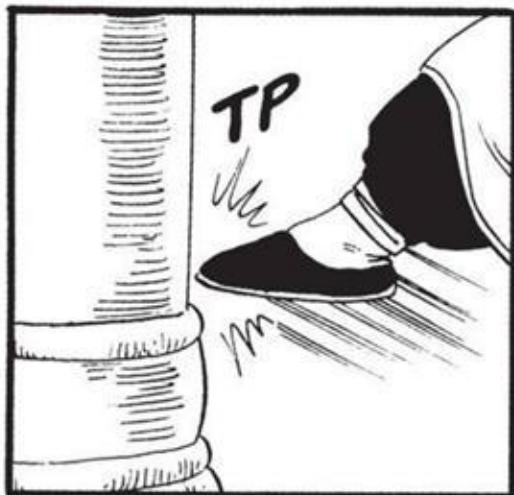


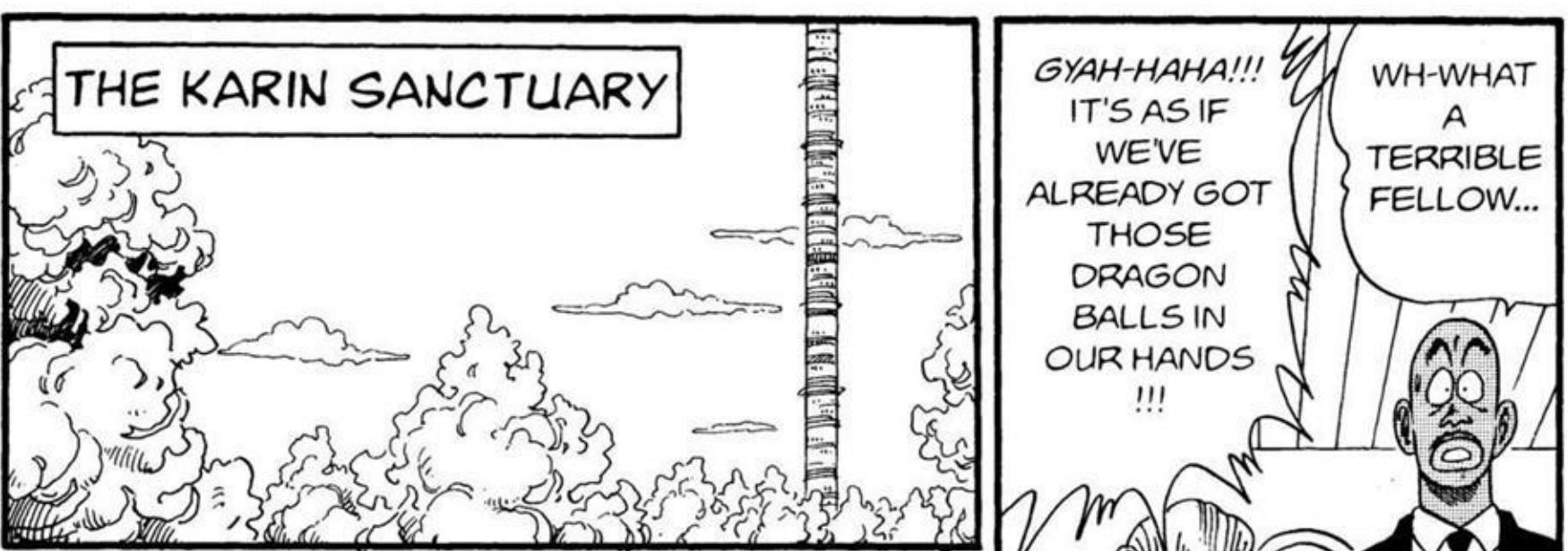
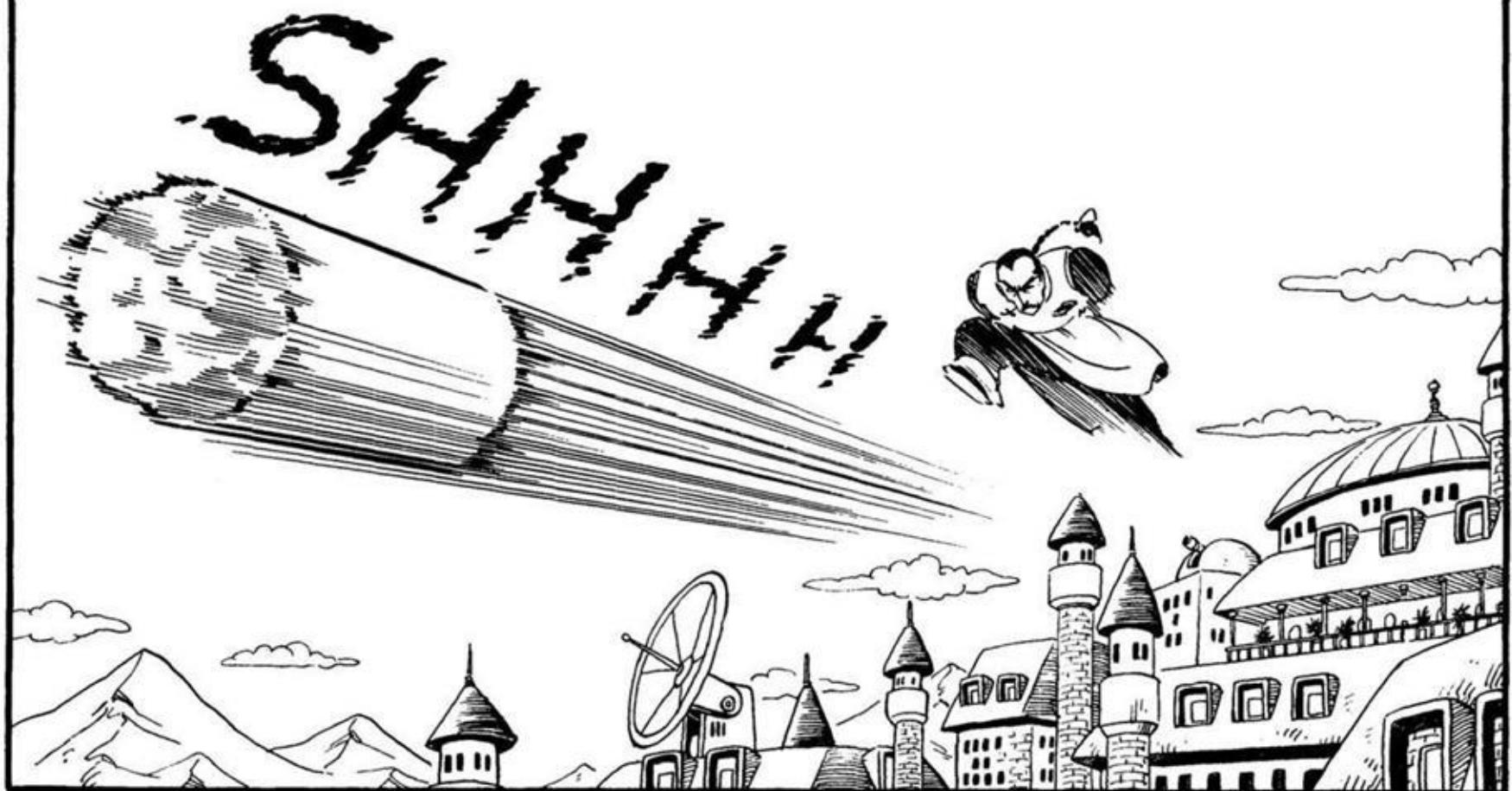












THAT
?

HEY...
WHAT'S THAT
LONG THING
STICKING OUT
OF THE
GROUND OVER
THERE?

I JUST WANT
TO GET MY
GRAMPA'S
HEIRLOOM,
THIS
FOUR-STAR
BALL BACK!

BUT
I DON'T
REALLY
HAVE A
WISH OR
ANY-
THING.

I CHALLENGED
IT ONCE WHEN I
WAS YOUNG, BUT I
DID NOT SUCCEED.
I DO NOT THINK
ANYONE HAS
MADE IT...

WOW!! THAT'S
COOL!! HAVE
YOU CLIMBED
IT, MISTER?

THAT IS THE
SACRED TOWER
OF KARIN THAT
EXTENDS TO THE
HEAVENS. IT IS
SAID THAT ANYONE
WHO CAN CLIMB
THE TOWER TO
ITS TOP WITH
HIS BARE
HANDS...

I GUESS
IT WOULDN'T
BE OKAY TO
FLY TO THE
TOP USING
KINTO'UN,
HUH...?

WOW...
I
GUESS
IT MUST
BE
REALLY
TALL...

...WILL FIND A
HERMIT MASTER
LIVING AT ITS SUMMIT...
AND IF ONE DRINKS
THE HOLY WATER
PROFFERED BY THAT
HOLY BEING, ONE'S
STRENGTH WILL BE
MULTIPLIED MANY-
FOLD.

THAT
MUST
BE
IT....

HOOOOOSH

MY CLAN ARE
THE GUARDIANS
WHO HAVE
DEFENDED THIS
TOTEM POLE
FOR GENERATION
UPON
GENERATION.

NEXT: Fighting Fire with Fire!