



Tsubasa: RESERVoir CHRoNiCLE, Vol. 18

CLAMP , William Flanagan (Translator)

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A DEADLY GAME OF CHESS!

In the world of Infinity, Princess Sakura has become a Chess Master and the other travelers are her pieces. But the Mafia is running the game, and they don't care if Sakura's opponents break the rules or murder Sakura's companions! Why is Sakura so determined to risk everything?

Tsubasa: RESERVoir CHRoNiCLE, Vol. 18 Details

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Author : CLAMP , William Flanagan (Translator)

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From Reader Review Tsubasa: RESERVoIR CHRoNiCLE, Vol. 18 for online ebook

Yvensong says

Sometimes I wish CLAMP would give just a minor refresher of the storyline before jumping right in. I've read so many books during the last 2 1/2 months and it can be a bit confusing trying to figure out where we are. Other than that minor issue, this volume was entertaining and a bit darker than previous volumes.

Kati says

I decided to stick with the German version of their names, it's easier that way for me. So, vol. 18. Am is it just me or was Yuko's explanation of the whole mess Feywan had created rather confusing? On the other hand, this volume has got to have the most gorgeous picture of Fye - the one where he's all vamp-y and slit-eyed and he's licking Kurogane's blood off his fingers. Wow, that's beautifully drawn. And a Fye-related cliffhanger, too!

Izlinda says

We get a little more explanation from Yuko about Fei-Wang Reed's motivations. Basically he wants to harness the power of the memories Sakura's body makes from traveling across worlds and dimensions, in order to have the power to manipulate space and time. Obviously he was the one who made the image-Syaoran (still a little weirded out from that plot twist), and killed Kurogane's mother. Clow Reed and Yuko worked together to block his plans and created two futures.

Sakura is very giving in this volume, leaving one of her feathers behind in Tokyo so it would protect the building from acid rain.

The flashes we get of the image-Syaoran and his rampage is pretty...whoa. I guess it failed, the hope of the original Syaoran that image-Syaoran would grow his own soul from the little seed original-Syaoran put in him.

I have to say I like the costumes they wear in Infinity, all the black and sharp edges. :P

The book ends with Fai getting notified by Chi that Ashura-o has awoken.

Farah says

I was a little put off with how Sakura's reacting in this one. I get that it's not the same Syaoran but it's not his fault that things happened the way it is. Finally we get to know Fai's arc in the next volume. I've been dying to know what happened between him and King Ashura's. Can't wait!

N?rmin says

I actually like this turn of events, darker and more dangerous. I like characters more and especially brave Kurogane and serious vampire Fai.

I wish some explanations made sense but nope, everything is complicated. Even bad guy Fei Wan. Who is he again?

And OMG the one king that was sleeping (Fai put him to sleep) woke!

Timothy says

With the events and consequences of the previous arc weighing down on our travelers, what used to be a fun 'world of the week' journey, now turns into something more darker, as all are now aware of the true purpose of the event that started this all. Not helping them is the fact that, they have to witness the consequences of 'clone' Syaoran's mindless rampage in constant search of the feathers, leaving our group to deal with the pain and anger caused by his wake.

Overall, Tsubasa has now taken a turn for the grim as now what used to be a journey, has now turned into a campaign. This in turn make the story all the more focused as there is now an antagonist to face and a goal to accomplish. Added to this mix is the new dynamics that was formed at the departure of Syaoran: Sakura and 'Syaoran', Fai and Kurogane, etc. All of which makes for a more interesting read.

Leonor says

En este tomo se explica el porqué del viaje provocado por Fei Wong, cuál era su objetivo al dispersar los recuerdos de Sakura en forma de plumas por distintos mundos, dimensiones y épocas. También los chicos deciden seguir con el viaje, juntos, y se van del País de Arena / Tokyo para seguir con la ahora doble búsqueda: las plumas de Sakura y a Syaoran, que tiene el ojo que le robó a Fye y que sigue recolectando las plumas por su cuenta.

Joss says

November 2013: 5 Stars

My gawd Tsubasa's gotten good in the past couple of volumes.

In this one, AT LONG FREAKING LAST, we understand what Fei-Wang Reed has to do with everything.

~Everything makes sense now~

Also, the chess game world of Infinity is pretty cool :) (although their clothes/design does seem a little...

Umm.. you know). I love how the game is about the strength of the mind. I kind of want to hear Sakura's answer, if Eagle ever asks her what makes her so strong..

On to volume 19! (holy cow!)

P.S. KYAH! Vampire Fai!!! :D And Mokona is SO. FRIGGING. CUTE!!

Chivitouille says

Yuko finalmente se decide a contarles todo lo que puede acerca del porqué del viaje que han tenido que emprender en busca de las plumas de Sakura y del porqué todos terminaron acompañándola. Como es obvio, todo ha sido planeado por Fei Wong, todo en pos de conseguir un deseo que anhela y por lo visto hará todo lo que este a su alcance para conseguirlo, pero Yuko se interpondrá en su camino.

Y aunque ya sabíamos bastante de Kurogane, se empiezan a vislumbrar más aspectos de la vida de Fye, el cual parece ser que finalmente tendremos la oportunidad de conocer más a fondo.

Los planes de Fei Wong es algo que los afectará tanto a ellos como al mundo de Yuko, por lo que es importante que sigan a delante para detenerlo. Una vez más vemos como los dos mangas se relacionan y de cómo Syaoran tiene una relación muy particular con Watanuki pero de la que no sabemos nada.

De igual manera aunque Yuko los ayuda en lo que puede, también nos dan una breve explicación del porqué no puede intervenir mucho.

Una vez que las cosas ya están algo más claras, dándose cuenta de que a pesar de todo, el hecho de que estén juntos es una cuestión de elección, tienen que decidir qué hacer de ahora en adelante sabiendo lo que saben ahora.

Como es evidente todos deciden seguir adelante motivados por razones personales.

Fye y Sakura se verán más unidos que antes a partir de este momento y aunque debido a sus similitudes era obvio que eran compatibles entre ellos, me encanta mucho que se vayan estrechando los lazos entre ellos, pero debido a su situación emocional sin duda necesitaran de la ayuda de los demás para salir adelante.

Ya quiero seguir leyendo para saber cómo evoluciona esta parte.

En cuanto a Kamui, Subaru y Fuuma por lo visto tendrán una participación importante más adelante y a pesar de que nos han explicado algunas cuestiones aún quedan muchas por descubrir.

Como punto aparte lo que fue a buscar Sakura como pago por el agua del depósito, por lo visto tendrá un papel importante en Holic, lo cual me emociono bastante puesto que sirve para algo especial, pero las sorpresas no terminan ahí.

El siguiente lugar a visitar es el país Infinity, en donde participarán en un juego de ajedrez bastante particular, en el cual tendrán que enfrentarse a fuertes rivales para conseguir el premio. Cabe mencionar que resulta bastante interesante y que de cierta manera reflejara el poder y el estado de ánimo de Sakura y en el cual todos tendrán que participar para alcanzar su objetivo.

Sin duda resulta difícil para Sakura tener que convivir con el verdadero Syaoran y esto la irá afectando poco a poco.

Podemos ver como Fye y Sakura se hacen confidentes en su propia tristeza y dolor; mientras que Syaoran al sentirse un intruso, recibirá el apoyo de Kurogane, que como siempre resulta ser el más objetivo y centrado de todos ellos, pareciese que a pesar de lo mal que les pudiera ir es el que trata de que las cosas no se derrumben del todo preocupándose por cada uno de ellos y me parece genial que quien empezó siendo alguien distante y hasta cierto punto desinteresado, este resultando el que se preocupa más y trata de que las cosas vayan lo mejor posible.

El final ha sido completamente emocionante y admito que estoy deseando leer el siguiente tomo, ya que por fin parece ser que conoceremos más de la historia de cierto personaje que ansiaba ya conocer.

Y aunque este tomo ha sido tranquilo parece ser que es el preámbulo de más cosas imprevistas que están por acontecer.

Nic says

The art and characters are still fun, but I rank this a little lower than the others because:

A. I'm a bit confused about what's going on (admittedly, this is probably partly my fault for not reading the volumes closer together, but who is the guy lying wounded in bed at the beginning, with his hands wrapped up, who the Time-Space Witch assures them will live? WHO IS THAT?)

Also, I can't remember which eye Syaoran can't see out of. More than ever now that it's . . . switched . . . I think? Not that it's ever made a difference, as he seems to use the Force to see things on that side at least as well, anyway.

B. The villainish guys in the world of Infinity are especially egregious examples of, "As you know, Bob." I mean, seriously, the one guy's like, "So, my family runs these games, right? And we're the Mafia, right? And you guys have always been close to my family, right? And your names are . . ." :P Starts to be very silly.

It's interesting to see the *real* Syaoran referred to as "Syaoran" with quote marks, and the fake one without quote marks. It kind of makes sense - for, like, seventeen volumes, we were technically dealing with the fake one, and calling him Syaoran because we didn't know. I guess it might be confusing to switch now.

Actually, it's all pretty confusing. But I'm operating with the understanding that the fake Syaoran was acting on the wishes of the real one most of the time (only deviating on those occasions when he flipped out because of his programming to prioritize collecting the feathers above all else), and that the real one could see through his eye, so it's sort of like the real one was there all along. 'Cause, you know, otherwise, it's sort of upsetting to think that our protagonist has been a freaky clone robot thing all this time and that this new guy's really not connected to anything at all.

Of course, if I'm right about that, it's kind of weird that Sakura's all like, "I know he's not really Syaoran," because, um, he really is.

Jaimie says

Finally the mastermind behind Sakura's memory loss and the group's quest is revealed, along with his motivations - Fei-Wang Reed, a magician whose goal is to gain the power to travel through time and space and can only do so once Sakura travels to all the realms and collects memories of them. It's a bit weird how Sakura is a central part of his plan, but it explains why he scattered her memories throughout the various worlds. Sakura could have easily chosen at this point of revelation to live without her memories and completely halt his plans, but her caring nature won't allow Syaoran to remain broken or for the rest of the team to not complete their goals.

As they continue on their quest, though, it seems like things are getting even more dangerous as they have entered a realm where teams of combatants (themselves included) compete for prize money put up by the world's mafia. The game they play may be referred to as "chess," but the consequences for the players (and the team's master, played by Sakura who has few fighting skills) can be quite deadly as the hosts of the game allow for rules of fair play to be broken. At the finale of this collection it seems that Sakura and company are doing quite well in the competition, but I won't be surprised if they turn their attentions to defeating the mafia-hosts rather than simply beating their official chess opponents.

Madison says

Finally hit a portion of the series that I haven't spoiled for myself! What a dreary turn this series has taken (though it was never truly light-hearted considering its premise). Everything's dark and dank, everyone's dressed in gothic/early 2000's rave gear, and they're constantly fighting to right recent wrongs. It's an interesting twist, and I'm curious to see where CLAMP takes this series.

Jenny Clark says

So, things are slowly changing between everyone, and now Fai gets his turn in the spot light! I think at least. There were a few things that were translated rather awkwardly, but they are easy enough to make sense of in context.

Matheus Rios says

Things are getting very dark and serious... I love it. Can't wait to see what's waiting for me down the road!

Mely says

This is the volume with "chess game" where Loligoth Sakura (with her leg in a metal brace and her aspect still fetchingly restrained and damaged by revelations from the previous two volumes) controls the other members of the gang as their "queen" who is connected to them by *literal chains* and directs them in their physical battles to win the chess game. Also there is much pining and painful accidental touches and jerking-away-from-touches as the result of recent revelations. Also there is hot vampiric blooddrinking doubling as a way to hold a secret conversation away from the eyes of spies.

In case you missed some of that: CHAINS. PAINFUL JERKS AWAY FROM ACCIDENTAL TOUCHES. FORMERLY OPEN AND OPTIMISTIC CHARACTER CLOSED DOWN AND STOIC IN THE FACE OF MASSIVE EMOTIONAL TRAUMA.

In terms of plot and characterization and art, there are better volumes, but my id likes this one BEST OF ALL. I don't think it likes the same things about it that attract its target audience of 13-year-old boys. I am totally okay with that.
