



## BTOOOM!, Vol. 1

*Junya Inoue , Junya Inoue , Djamel Rabahi (Translator)*

[Download now](#)

[Read Online](#) 

# BTOOOM!, Vol. 1

*Junya Inoue , Junya Inoue , Djamel Rabahi (Translator)*

**BTOOOM!, Vol. 1** Junya Inoue , Junya Inoue , Djamel Rabahi (Translator)

## Le jeu de la mort et du hasard

Le jeune Ryota Sakamoto vit confiné chez lui et passe ses journées à jouer *online*. Mais, lorsque de mystérieux hommes en noir l'enlèvent et le transportent sur une île déserte, le voilà contraint d'employer des bombes pour combattre d'autres participants ! Pourquoi ? Pour qui ? D'autant plus que ce combat ressemble à une version grandeur nature du jeu vidéo ! Bombes à retardement, fragmentation ou têtes commandées, il lui de faire exploser ses adversaires pour pouvoir survivre !! Un jeu d'action sans concession !!

## POUR PUBLIC AVERTI

## BTOOOM!, Vol. 1 Details

Date : Published 2012 by Éditions Glénat (first published October 9th 2009)

ISBN : 9782723485401

Author : Junya Inoue , Junya Inoue , Djamel Rabahi (Translator)

Format : Paperback 192 pages

Genre : Sequential Art, Manga, Science Fiction, Seinen, Action, Adventure, Horror

 [Download BTOOOM!, Vol. 1 ...pdf](#)

 [Read Online BTOOOM!, Vol. 1 ...pdf](#)

**Download and Read Free Online BTOOOM!, Vol. 1 Junya Inoue , Junya Inoue , Djamel Rabahi (Translator)**

---

## From Reader Review BTOOOM!, Vol. 1 for online ebook

### Yuener Xia says

This manga is one of my favorites because 1. WE HAVE AN INTELLIGENT MALE PROTAGONIST (bless the lord for Junya sensei) in other stories like this, we have really dumb protagonists that act before they think. Ryota has a brain and I'm so grateful for that or I would have stopped reading the manga immediately. P/s he puts others ahead of him, like what he did with himiko and we don't see gentlemen like him everyday.

2. Everyone had such great background stories, propelling them to do things in the way they had been adapted to. Taira San was a really great guy but the feelings of dread and helplessness gnawed at him alive, making him have stress hallucinations. Each of their deaths were so sad, you find yourself praying for the peace of their soul, even if they were just purely fictional.

I really really enjoyed it and I look forward to the next chapter!

---

### Paul Torres says

This anime isn't for someone who doesn't enjoy action and violence. It follows the life of a young man, aged 22, who doesn't have a job and loves to play an addictive online video game called BTOOOM!. His life revolved around gaming, he also had a very unstable relationship with his mother and step-father. But his life turned upside down when he found himself stuck on an island with only a few supplies and a bag of bombs. He traveled around only to be attacked by another person, he soon realized that his favorite video game had become a reality and he was a player. Only the strongest will survive.

---

### Abel says

Entretenido primer tomo. Super rápido, y aunque es similar la premisa a otras obras, como Batthe royale, igual lo del videojuego al menos es novedoso para mí

---

### AdAstra says

So far an interesting beginning to a sort of a 'battle royale' like plot. The main character finds himself in the middle of a real game of btboom, a game he previously only played online. In this game, you use different kinds of bombs and a lot of strategy to destroy your opponents. Now, he has to face real people who are also trapped on a mysterious island with him, and in order to get off it, he has to be willing to kill them.

Quite well drawn, and the plot is to my liking. I hope there will be a lot of strategic planning in the future. For the first volume, it was good. I would have rated it 4 stars if it weren't for a bit of a fan-service moment somewhere near the end of the volume, which pissed me off.

---

### Jess says

La batalla comenzó y es tiempo de hacer frente a los temores. No más dudas o serás la próxima víctima. Éste primer tomo de Btooom! va con todo, desde la presentación de los personajes hasta la forma en como el protagonista es introducido en semejante locura. Es impresionante como Sakamoto se va apañando el solo a todo ese embrollo, sobre todo porque no tiene tanto tiempo para comprender lo que ocurre a su alrededor. Me encantó este tomo. Claro que voy por el segundo.

---

### Shannon says

It's apparently my goal to read all of the latest survival scifi/horror manga out there. I really didn't start this journey on purpose, seriously! It also doesn't help that the "person transported into a video game" trope is super popular right now.

Unfortunately I'm not seeing a whole lot of originality yet, so unlike Darwin's Game, I don't feel the urge to keep reading. **I'll probably continue anyway for at least three volumes to give it a chance to show me something new.** Right now it's basically just: dude gets transported to a deserted island and he has to kill people with bombs if he wants to get off it.

One thing I find funny, the Japanese version has the XBOX green color and it's made to look like a game case.

It even says "DXBOX 720" lol. It's very obviously a parody of the real cases but I'm guessing Yen Press didn't want to risk pissing Microsoft off.

---

### Marie says

4.5/5

---

### Michael says

Hunger Games a bit too tame for you? Waiting for the next installment of Cage of Eden? Here is one intense new manga about a video game wiz who finds himself inside a real life version of his favorite game, and you guessed it, it's not Donkey Kong! It is kill or be killed in a battle where the only weapons are sophisticated explosives. If you are squeemish, stick with the softer stories where the most dangerous weapons are bows, arrows, and poisonous berries.

---

### Kparker19 says

Kevin J Parker

November 15, 2016

English 10-1

The author of this book is Junya Inoue. This man is a musical artist he writes books. His most famous books are BTOOOM, Otogi Matsuri, and Offerings. He was born October 18 1971. There's no reason why he wrote

---

the book but he does enjoy writing manga and finds fun in it. He does it for entertainment.

This book was written in 2009 it started in Shinchosha weekly comic bunch. It all was wrote in japan and put in a bunch of comic stores. He final licensed for release in North America and began releasing it in spring 2013.

The setting of Btooom is in his room where he plays his game. The city that he lives in and last but not least the island that he gets trapped on to play this horrible game that involves death.

There are 2 main characters one is Ryota Sakamoto this is the boy he is 22 years old and is the best player in japan at btooom. He doesn't like his mom and he doesn't see his dad much but he loves to play games and only the best players in btooom have to fight till the death in this game. Himiko is the other main character she is a girl about 15 years old. She is a high school girl who also plays the game btooom. In the game she is married to Ryota but that was only in the game. In the game in real life she has to play she actually starts to like Ryota and they have to survive together.

The Theme of the book btooom is romance survival suspense and action. This is romance for the boy and girl liking eachother and survival since they have to fight in btooom to stay alive suspense since you never know when they could die and action for all the fighting that goes on.

Ryota is the best player in Japan at btooom but for being this good one of the top 20 players in the world he is forced to play it in real life and face death. Along with him is Himiko which is his wife in the Btooom game but they don't know who each other are. Ryota and Himiko will face many challenges along the way and will have to actually kill people with bombs to live. If they kill 8 people and get their chips out of there hand they will live Himiko and Ryota will work together.

The Food Bags here are as big as desk here. Idiom death was right underneath me. Idiom

The first one to move wins. Stay on the defensive and you'll lose your chance. Ryota

I really am unbeatable. Ryota

I don't want to to open my heart to anyone again. Himiko.

---

### **Clem Severino says**

No me queda más que leer el manga porque el anime no lo han continuado, pero entre el manga y el anime, prefiero el anime. Aunque en el manga detallan cosas que en la serie pasaron por alto, y esas fueron MUCHAS COSAS. Aparte de que me gusta la censura en el anime que el manga no tiene, asiendolo tolerable para aquellos que no amen el gore en exceso ni la violencia (como yo). Así que al anime le doy 5 de 5 estrellas, pero al manga no.

---

### **Raeleen Lemay says**

THIS WAS AWESOME. It's basically Sword Art Online combined with Battle Royale (or Hunger Games, for those not familiar with BR). I love survival stories, and so I greatly look forward to continuing on with this series!

---

### **Mars Dorian says**

Very cool Hunger Game-style manga with online game action mix-up

The review is for the first 6 books.

Basically, you have a bunch of diverse characters dispatched on a remote island. Each 'player' is equipped with a unique kind of mini-bombs such as low-damage but target-seeking projectiles, flame cross bombs, poison gas bombs etc. The goal is to wipe out the competition and collect your rival player's tracker, which is implanted in everyone's hand and can be pulled out in a snap. Why do those people (need to) kill each other? You'll find out.

Granted, the characters are mostly flat and the premise is ridiculous (I won't spoil it for you), but the video game dynamics and twists made me keep turning the pages again and again.

I wanted to know more about the whacko characters, their unique bombs and the point of the carnage, which slowly but surely unveiled along the ride. The first story arch finishes by book 6 and explains enough to stay interested in the story, which I am.

If you like Hunger Games/Online games/Battle Royale in manga form, this one is a recommended read.

---

### **Loveliest Evaris says**

I've been looking for an awesome, just so-cool-damn-I-LOVE-IT!! seinen or at least a very gritty shonen manga to pop up, and after reading Battle Royale and catching up with the latest chapter of Gantz, I was without such reading material.

But this seems promising. That crazy kid seems a little out of place, like "what in Christ's name...?!" but let's see how things unfold, shall we?

---

### **Dylan Murphy says**

This was an interesting start for a manga I haven't read before, or seen the anime.

The setting is awesome. A group of people are kidnapped and forced to play a real life game of Btooom (a multiplayer video game where your weapons are bombs and you have to collect items off defeated opponents to win).

And it being Yen Press, they aren't afraid to show the bloody bits of a bomb game!

The art style is awesome, and the characters are well done, with the exception of the MC, who is a complete ass hole.

But I think that's done on purpose, and maybe over the course of the show/manga he'll turn less assholeish.

---

### **Lauren says**

My fiancé got really into this series so i decided to give it a go (the english version). Book One grabbed my attention straight away. The storyline is similar in ways to Hunger Games however the use of bombs is the only way to kill others.

I like the idea that it is based on an online game.. or at least that is how it started. Being as how this is my first attempt at manga it drew me in. It did make me want to continue with the series.

## Alexander Engel-Hodgkinson says

3.3/5

*Sword Art Online* meets *Battle Royale*, only better than what I've seen of *SAO* but much worse than *BR*, though I may be a bit biased, seeing as the latter is one of my favourite novels of all time.

*BTOOOM!* is simple enough: a loser whose only redeeming merits are his skills at a violent RPG video game wakes up on a tropical island and soon realizes that he's been kidnapped and thrust into a real-life version of the game's scenario in which he must kill to survive. Pretty standard survival stuff, really. It's a bit frustrating just how long it takes this champion to realize just what he's into. Sure, it's only natural to be totally confused about the situation, but I feel like even after the obvious has been beating him over the head for more than half the book, and our protagonist, Ryouma Sakamoto, *still* doesn't get it, it transcends the point of 'traumatic experience' and just goes on to beating a thoroughly dead horse.

Oh well. Other than how long it takes him to truly grasp the situation, this is a decent start to what could be a promising series. The artwork is great and the character designs are pretty good. It's nice to see a large cast of characters that don't all look the same with the same moe eyes and small mouths and nonexistent noses.

For now, I'm not sure how this could play out, because by this point the 'fight to survive' trope has been done to death. So far it offers nothing new, but who knows? This is only the establishing, debut volume. Inoue may have some fancy tricks up his sleeve for us later...

---

## ManiacalBookUnicorn says

Can I play off murder as nothing more than a game!?

It's not for nothing that *Btooom!* has a "Parental Advisory Warning" right on the front cover. Set in Japan this *Battle Royale*-esque manga follows protagonist Ryouma Sakamoto as he wakes up on a seemingly deserted island with little provisions, a bag of mysterious items and no memory of how he got there. After walking a short distance, and finding out that the mysterious items are a bunch of timed hand bombs, he finally comes across another human being. Unfortunately for Sakamoto this human immediately attempts to kill him.

All this happens within the first chapter, and it quickly becomes clear to Sakamoto, and to readers, that the protagonist is stuck in some sort of death match. Though the details of the situation, the game rules and how he ended up there in the first place, doesn't become clear till the 5th chapter, it is slowly revealed through clues and hints Sakamoto quickly picks up on that he's being made to act out a popular online video game called *Btooom!* (a game our protagonist is more than a little familiar with as he's one of the top international players). For our main character the horror and reality of it all doesn't quite sink in until his first run in with another human, but that doesn't compare to the horror of uncovering his memories of how he got to the island and the rules of the inescapable death match.

Despite being based on a video game this was a very well put together story with many similarities with *Battle Royale* but just enough uniqueness for it to distinguish itself as a separate piece. The main character, despite being an unemployed gamer and ...well...a genuine a-hole before having his world ripped from him,

is a very intelligent character capable of thinking up an array of strategies he cleverly employs and alters depending on the situation and his opponents. The other two main characters which aren't introduced until later in this volume add a nice contrast to Sakamoto's logical, but often thoughtful, personality. The other characters Sakamoto and his group end of encountering all either added to the suspense and thrill of the story as opponents (and there are some seriously psychologically messed up opponents here), or added to the progression of the plot/characters development. So while there had been plenty of action in this series so far, none of it has felt like mindless action.

This is an on-going series with 14 volumes currently available (17 volumes as of the end of May 2017), and after reading up to volume 6 I have to say it is well worth investing in. Other than a few sexually explicit scenes (I will warn you from now sexual assault, though never condoned, is something that has appeared a couple times throughout this story), I loved it. Each action scene, and even a lot of the dialogue, has included some amazing tactical maneuvers or served to really bring home the tension and fear saturated atmosphere, as well as the psychologically/emotionally damaging effects of being forced to live out a kill or be killed situation.

This quickly turned out to be one of my favorite series, and one I avidly devour whenever I can get my hands on it. 8/10 Unicorn Horns

Like what you've read so far? Please visit my blog for more by clicking here. Thank you!

---

## **Karen says**

3.5

---

## **Variaciones Enrojo says**

Btooom! es una de las sensaciones de la última época del panorama manganimesco, sobre todo a raíz de su serie de anime recientemente terminada con 12 episodios. No había oído hablar para nada de ella hasta que de repente (imagino que debido al anime), empecé a ver referencias a través de varios medios, e incluso rumores de una posible licencia inminente para España. Como no podía ser de otra forma, me picó la curiosidad y me leí el primero tomo. Aquí va la reseña.

Ry?ta Sakamoto es un joven de 22 años que ya ha dejado los estudios pero que no se ha incorporado al mundo laboral, lo que en Japón se conoce como "Niito", o sea, NEET (not in education, employment or training, es decir, "no (está) en la educación, empleo ni formación"). Básicamente es un tío que chupa de sus padres y se pasa el día jugando a un videojuego online llamado Btooom!

Este videojuego consiste en formar equipos para cargarse a los rivales, con la particularidad de que las únicas armas permitidas son granadas explosivas que, eso sí, son de varios tipos: de explosión inmediata por impacto, con temporizador, etcétera. Sakamoto tiene tanta experiencia jugando al Btooom! que se sitúa en el top ten mundial, con la vista fijada ya en el primer puesto.

Sin embargo, un día, sin saber muy bien por qué, Sakamoto se despierta atado a un paracaídas y colgado de un árbol. Está en una isla muy frondosa y solo tiene su mochila y un cinturón con unos cubos que (descubre al toquetear uno) son granadas con temporizador. Sin saber muy bien por qué ni cómo, se topa con un tipo que, sin mediar palabra, empieza a lanzarle granadas. El confuso Sakamoto consigue a duras penas librarse de él haciéndole caer en una trampa con una de sus propias granadas con temporizador y cargándose.

Perplejo, un poco más tarde se topa con otro individuo con el que consigue hablar y se entera de lo sucedido

a la par que su memoria empieza a esclarecerse: unos hombres le raptaron y le metieron en un avión junto a otros individuos, que arrojaron en paracaídas a esta isla con cargamentos de granadas. Solo aquellos que consigan un total de ocho cristales (cada participante tiene un cristal incrustado en la mano) podrán salir sanos y salvos de la isla, así que, ¡a cargarse a siete rivales tocan! Todo indica que esto es una recreación del videojuego en la vida real, pero... ¿Por qué motivo? ¿Quién lo ha organizado todo? De esto, de momento, no se nos cuenta nada...

A ver, la premisa no está mal, pero me parece una copia bastante descarada de Battle Royale. Que está muy bien, no digo que no, pero lo único realmente original que tiene es el hecho de que las armas disponibles son granadas y nada más, lo que obliga a inventarse estrategias de lucha muy distintas a lo que estamos acostumbrados a ver cuando el arma es una espada, un machete, una pistola o una metralleta.

Eso sí, hay que reconocer que el manga engancha, y se lee de forma muy veloz y adictiva. No me ha disgustado en absoluto, salvo por el hecho de su nula originalidad.

Lo mejor

Buen dibujo y desarrollo veloz y adictivo.

Desarrollo de técnicas de lucha originales debido a las armas disponibles (granadas).

Lo peor

Si has visto Battle Royale, has visto Btooom! Originalidad cero.

---

## **Fugo Feedback says**

"Otro manga 'onda BR', aunque este parece protagonizado por personajes de DN. Ya le tocará más temprano que tarde." dije hace dos años y pico.

Tardó un poco en llegar, pero para mi sorpresa me terminó entreteniéndome más de lo que me temía, aunque en parte la culpa tenga que me recontra espoileé un tomo avanzado y sé que me va a gustar por dónde van a ir los tiros. Enorme punto en contra: que me quedan 25 tomos más por delante y me cuesta creer que no haya bocha de relleno y flashbacks innecesarios en esas miles de páginas.

---