



## Yu-Gi-Oh! R, Volume 1

*Kazuki Takahashi , Akira Ito*

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Yugi's back for another duel, but this time, it's personal! R to L (Japanese Style). **BONUS!** Card inside! (Limited quantity available) **A Wicked Shadow!** In order to draw Yugi out, Yakou kidnaps Tea Gardner. To rescue her, Yugi and his friends will have to battle their way to the top of the Kaiba Corp. building. Will Yugi have enough strength left to defeat Yakou? Yugi Muto defeated many opponents over the years and now one of the most skilled and driven of his enemies, Yakou Tenma, is looking for some payback! But Yakou has his reasons for wanting to take Yugi down, and he won't stop until he accomplishes his goal!

## Yu-Gi-Oh! R, Volume 1 Details

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### Jo says

I read this back in 2011 and am revisiting it three years later, and... holy moly, how did I give this thing 4 stars when I first read this? I must have been suffering from severe Yu-Gi-Oh! withdrawal.

I don't have anything against the storyline (which is nothing special), and the art is okay (again, nothing special), and it's good that they're not dragging out the duels against the unimportant card professors. But who on earth was in charge of scripting the duels? They're *terrible*.

Even taking into account how the original manga sometimes cut corners on the rules (especially in Duelist Kingdom), the duels in Yu-Gi-Oh! R are spectacularly terrible. I was basically skimming through the duels this time around, and there is a deplorable number of mistakes:

#### YUGI VS. DESCHUTES LEW

\* The text of Castle Gate states, "Once per turn, if this card is in face-up Attack position, you can Tribute 1 Level 5 or lower monster..." Deschutes uses this effect even though he played Castle Gate in Defense mode.

#### YUGI VS. TILLA MOOK

\* Yugi uses Bounce to gain control of Tilla's Evil Eye of Coercion, which can be used only when the player has control of a "Vampire" monster (which Yugi did not). This one's iffy because the text of Evil Eye of Coercion states, "Activate only while you control a 'Vampire' monster," so arguably it could be used by anyone after activation.

#### YUGI VS. KIRK DIXON

\* Kirk uses Intruder Alarm-Yellow Alert to Summon Caterpillar Tank (2700 ATK) during Yugi's Battle Phase, in order to fend off Dark Magician Girl (2000 ATK). The Summon is supposed to trigger a replay, but Kirk treats it like DMG will still continue her attack no matter what.

\* Yugi uses Diffusion Wave-Motion, which can only be used with Level 7 or higher Spellcasters, with Dark Magician Girl, who is Level 6.

#### JOUNOUCHI VS. PETE COPPERMINE

\* Pete activates Teletemporate to remove Mindmaster from the field (to protect it from being destroyed by Divine Knight Ishzark). This means his field has no monsters, so technically Jounouchi could have then decided to attack Pete directly.

#### YUGI VS. MRS. MAICO

\* Mrs. Maico loses 1500 LP after Gazelle (1500 ATK) destroys her Leprechaun (now 0 ATK), which puts her at 2500 LP. After she Summons Green Baboon, she somehow has 1500 LP instead of 2500 LP.

\* Green Baboon's ATK mysteriously drops from 2600 to 1600 during the final attack. It should not have been able to be destroyed by Archfiend of Gilfer (2200 ATK).

\* Even assuming Green Baboon had 1600 ATK, she still should have had 900 LP left after Gilfer's attack, had she had the correct amount of LP before the attack.

\* Let's not even mention how Mrs. Maico played De-Spell like it was a Quick-Play Magic card (which they do all the time in the series, so we should be used to it).

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## **Matt says**

It should be stated from the start that Yu-Gi-Oh! R is very much a niche addition to the Yu-Gi-Oh franchise. In fact, I would go so far as to say that it exists almost solely for the benefit of completionists and long time fans of the series. Please keep this in mind going forward, as this series should probably not be analyzed in the same way as the previous entries in the franchise.

R is what many would consider to be a 'spin-off' of the popular Yu-Gi-Oh manga and anime franchise, as the narrative takes place after the events of the Yu-Gi-Oh: Duelist series but prior the Yu-Gi-Oh: Millennium World series. R is written and drawn by Akira Ito with the story outline and editorial duties being handled by the original franchise writer/creator Kazuki Takahashi. Ito was previously an assistant artist to Takahashi during the original serialization of manga, and was chosen by Takahashi personally to adapt this spin-off.

When reviewing this volume (and I suspect the series as a whole) the main aspect that seems to divide readers is the narrative. The art is obviously consistent with the standard set by previous series (Ito's artistic pedigree assured as much), and the characterizations of the established cast are both accurate and consistent throughout.

Where the story really starts to show it's cracks is when Ito attempts to pace the plot and introduce the new characters. It is very telling when Ito states in a short author's note at the beginning of the volume, "...Yu-Gi-Oh R focuses on things that we couldn't include in the original series...". R reads like a conglomeration of interesting ideas, characters, and plot points that don't really fit together in a way that makes the whole better than the sum of it's parts. The plot involves a few interesting angles, including a protege of Duel Monsters creator Maximillian Pegasus, a corporate takeover of Kaiba Corp, and new 'Wicked God' cards; but again, these beats are introduced very quickly and then put to the side in favor of a slew of new plot points and characters. This habit of rushing through plot points, characters, and motivations seriously hinders the readers ability to become invested in the story; this is on contrast to the previous series' which seemed to benefit (most of the time) from a more decompressed story with the proper time given to flesh out concepts and characters.

In short, Yu-Gi-Oh R is an interesting (if ultimately mediocre) presentation of the creative bits and pieces of Yu-Gi-Oh that spawned throughout it's development. These ideas, concepts, and characters help give insight into the development of what became integral to the franchise's storied success; it is just unfortunate that those pieces could not fit together into something more profound or expansive. R succeeds as a look into the growth of the franchise and it's concepts, but it fails to manifest those concepts into a unique or engaging story.

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## **Jonah says**

This is definetly the best Yu-Gi-Oh series that has come out in a long time!!

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### **Ardani Subagio says**

Bisa jadi keren, kalo aja strategi tiap duelnya sama; direct damage ke duelist. Tapi, kayanya wajar melihat di sini kayanya coba dimasukin duel sebanyak2nya.

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### **Jules ? ?Bookvergent? says**

I completely forgot I read this manga. Can't believe it counts. Sorta (this manga was really hard to find on internet) Haha anyway... onto the review!

I have no words to describe my feelings when I finished this. A lot of nostalgia was one of them, I mean I looove Yu-Gi-Oh! One of the best anime of all time (yes I watched only the anime. Don't judge!). But when I heard that there was a part of the anime that was only manga I just had to read it. #ChildhoodFeels #IWannaBeYounger #AgainDontJudge #YOLO

Nonetheless, it felt off to me. There were things I did not completely understand.... it was a bit messy (maybe if they turned this into the anime, that would be cool!). But I don't think this is the right thing for me to read... I think that I need to start from scratch or have a bit more background information. Again, it was confusing. There were parts that made no sense to me at all.

I would definately buy Yu-Gi-Oh! at a comic store one day... but maybe not this series. Not that appealing.

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### **Sarah Hayes says**

I can say with all honesty that this manga was a waste of time. It's an irrelevant, forgettable part of the overall Yu-Gi-Oh! franchise. Fortunately, this book is a quick read. Unfortunately, the whole series is five volumes long. Five volumes?! One only shudders as the thought of so much filler material included in so many books. You'd be better off rereading all 30+ volumes of Yu-Gi-Oh classic.

You can read my complete review of **YU-GI-OH R** volume one at my manga review blog, Nagareboshi Reviews: <http://nagareboshi-reviews.blogspot.com/>

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### **Jesslynman Pei sze says**

This is my very first yugioh manga book and i must say, intriguing! Though i tind the art a little rough and sharp, i will be reading the duelist series soon.

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### **Amber says**

Here's the trouble with trying to build off of another author's concept. A: the art isn't as great and makes the Pharaoh seem smug rather than confident (there's a difference between how Kaiba and Yugi are, Kaiba is smug, Yugi is not). B: And then Joey/Jonouchi's character just isn't right...he seems to be denser than usual and has lost all of the confidence in his dueling ability that he had already progressed through. It seems that Ito is trying to develop characters that have already been developed and it's throwing the whole story/concept out of proportion.

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## **Blue Dragon says**

After reading the Yu-Gi-Oh Millennium world series, I thought it was too good to be true, when I heard Kazuki Takahashi came out with Yu-Gi-Oh R! the art and storyline is just as good as the others, though the storyline seems a little darker to me than the others, just a little bit. But that doesn't stop it from being an awesome book!

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## **Sebastien says**

Je suis tombé par hasard l'autre jour sur les 3 premiers volume (à prix dérisoire) du spin-off de Yu-gi-oH. J'ai toujours eu pour principe d'éviter le plus possible les spin-off car chaque fois ou 9 fois sur 10 le spin off est carrément poche ou vraiment moins bon. Rare sont les spin-off à la hauteur de la série originale. Donc est-ce que Yu-gi-oH R lui fait partie de l'exception. Voici donc ce que j'en ai pensé. Cependant je vais faire une petit spécial avec cette critique, je vais traité de la série originale dont j'ai fait la lecture il y a 5 ans, juste avant de commencer à écrire des critiques sur goodreads, il est évident que je vais la relire dans le futur, mais il me sera impossible de faire une critique à la hauteur si je n'en parle pas un peu.

Yu-gi-oH sa veut dire le roi du jeu, donc l'histoire tourne autour d'un petit garçon du nom de Yugi qui n'a pas d'amis et souhaite en avoir. Il est donc persécuté par des voyou, ignoré par les personnes populaire et il n'a l'attention que de Anzu, une fille de sa classe. Yugi passe donc son temps seul et pendant ce temps il monte un puzzle de son grand père appeler le puzzle millénaire qui a le pouvoir d'exaucer les vœux. Une fois réussi, Yugi réveille une âme qui a pour mission de jouer à des jeux et de punir les malfaisants. C'est donc avec l'aide de cette seconde âme que Yugi et ses nouveau amis (car il s'en fait) combattent les forces du mal au travers de plein de jeux aussi varié que différents.

Pour faire simple, Yu-gi-oH original est un amas de hit and miss au début. Les 5 premiers volumes sont assez pénibles par bout et on peine à vouloir avancer tellement les story arcs sont simples et manque d'inspiration. Jusqu'au moment où l'auteur met le pied sur l'accélérateur et nous propose des jeux plus complexe, des jeux plus intéressants et surtout des enjeux plus intense. On a même droit à une game de donjon et dragon totalement sublime. Mais ce qui fait le charme de cette série c'est Demon and Wizard le jeu de carte ressemblant à magic the gathering qui fait le charme de cette série. L'auteur nous invente des carte toutes plus puissantes que les autres et nous fait vivre es duel haut en couleur entre nos héros et les méchants duellistes adverse. Donc à part les 3 premiers volumes, le reste de la série est vraiment incroyablement bonne. Tellement qu'à la fin on en aurait pris un peu plus.

He bien, avec Yu-gi-oH R on l'a notre un peu plus. L'histoire se passe juste après le combat final de Duel City et avant l'arc final, donc un petite apparté avant la fin. Je recommande cependant de lire Yu-gi-oH R

après avoir lu la fin. L'histoire commence simplement, Anzu se fait enlever et il faut battre un paquet de duelliste pour la libérer. Classique, simple mais pour un court spin-off que demander de plus. C'est donc avec un peu de nostalgie que l'on replonge dans l'univers de Yu-gi-oH mais avec le pied sur la pédale. On voit que l'auteur (un assistant de l'auteur de la série originale) veut se faire la main avant de passer aux choses sérieuses. Mais on est rapidement satisfait par de meilleurs duels et même des duels avec d'autres personnages montrant des cartes bien différentes et des stratégies bien différentes.

Le dessin est presque pareille à l'original (il faut être bon pour voir une grosse différence) il est donc original, très stylisé et surtout il est approprié à la série. Plusieurs se refuseront de dire que les dessins sont beaux, mais personne ne pourra dire qu'ils ne sont pas originaux et qu'ils sont intimement liés à la série et surtout à l'originalité de celle-ci. Pour ma part ce style graphique me plaît beaucoup et je ne l'échangerais pas contre quoi-que-que.

Au niveau de l'ambiance et du style on a droit à un monde assez déjanté comme dans la série originale où les adultes frolent l'incompétence et qu'on dirait que des jeunes de 14 ans dirigent le monde. Mais c'est ça Yu-gi-oH, c'est avant tout les enfants et quelques adultes qui s'amuse à des jeux et lorsque le tout devient trop sérieux, Yugi vient à la rescousse.

Yu-gi-oH R comme la série originale sont à mon avis des musts à lire au moins une fois dans sa vie car si vous lisez Yu-gi-oH vous en voudrez plus et ce plus c'est Yu-gi-oH R. Même si ces séries ont des défauts difficiles à avaler (les deux ont un début un peu décevant et même presque horrible et sans inspiration) mais dans leur tout ces 2 séries vont de paire et nous font vite oublier les défauts pour pouvoir jouir d'un moment extrêmement agréable de lecture. Je le dit Yu-gi-oH est un manga à lire et au moins à essayer. Je ne peu lui donner plus de 4 étoiles car il y a vraiment des trous scénaristiques et des moments pénibles. Je donne donc la même note à Yu-gi-oH R car il va de paire avec la série. Si vous avez la série originale vous devez vous procurer ce spin-off. Il n'est pas à la hauteur de la série originale, du moins pas dans son entièreté, mais il est très proche d'une suite digne de ce nom et si vous lisez la série originale vous en voudrez plus. Donc hautement recommandé aux fans de la série, si vous ne la connaissez pas oubliez ça, lisez l'original sinon vous serez perdu dès le premier chapitre.

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## April says

Stands in for whole series

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## Taleechia says

I had to re-read the first duel three times before I finally understood that they were skipping turns. Which made the duel difficult to follow. Did Yugi lose the first duel against Yako, or did they decide to stop? Who knows!

"This building is divided into ten blocks." \*Shows map made of 16 blocks\* Also, there are 13 card professors. So 13 people + Yako in 10 blocks? Or 14 in 16 blocks? Do two blocks not have duelists? Who knows!

The art isn't consistent with the previous three series. There are a few panels where the stances are odd or characters wear unfamiliar expressions. I haven't seen any new strategies or exciting new cards. No revelations have been made. Maybe it's because I just finished Duelist #24, but this volume is boring.

Add to all this that I can't take Yako seriously. He's the main villain, but I can't think Yako without thinking of Yakko the Animaniac. And you can't take an Animaniac seriously.

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**Karlee Arendt says**

This show was such a big part of my childhood that when I found out there was so much manga around the show, I immediately picked this one up! I cannot wait to see where this duel goes since the first one ends on a cliffhanger (typical).

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