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Is It Wrong To Try To Pick Up Girls In A Dungeon?, Vol. 1 - Manga



Synopsis

Bell Cranel is just trying to find his way in the world. Of course, in his case, the "world" is an enormous dungeon filled with monsters, below a city run by gods and goddesses who have way too much time on their hands. He's got big dreams but not much more when a roll on the random encounter table brings him face-to-face with the girl of his dreams--but what does a beginning adventurer have to offer a brilliant swordswoman? And what if the lonely goddess who sponsors his solo adventuring gets jealous...?!

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Customer Reviews

Manga or Light Novel. So there is a light novel version and a Manga. I have both versions and like them equally. I've also been watching the Anime on and off. To clarify things I'm going to include links to both the Light Novel and the Manga versions in case you want the other version when you come to the reviews. For some reason you can't easily find the Light Novel version via the search box. It's there just "hidden."Light

Novel:http://www..com/Wrong-Pick-Girls-Dungeon-Vol-ebook/dp/B00LZYBVJ4/ref=pd_sim_351_1?ie=UTF8&refRID=0HG8G3QE94QNJ9W9MRPZManga:http://www..com/Wrong-Pick-Girls-Dungeon-manga-ebook/dp/B00XIDJRVE/ref=sr_1_2?s=digital-text&ie=UTF8&qid=1434478104&sr=1-2In any case I first watched an episode on Crunchyroll and then decided to get the light novel (which was the only version available at the time). I then ended up getting the Manga too since I wanted to support the creators and I really liked the story, concept, and the artwork.

Note: The publisher has unfortunately given the same exact titles to both the light novels and the numerically corresponding manga volumes, when they already had the same author and illustrator! Now, since the stories in both are basically identical (except that Volume 1 of the manga only covers the Prologue and Chapters 1-5 of the novel, leaving Chapter 6 and the Epilogue to *Is It Wrong to Try to Pick Up Girls in a Dungeon?*, Vol. 2 (manga)), chances are that if you love one you will also love the other, with the novels giving you more details and the manga giving you more visuals. However, in order to purchase the version you actually want, you must be sitting on the correct product page. For the novel click here: *Is It Wrong to Try to Pick Up Girls in a Dungeon?*, Vol. 1 (novel). For the manga click here: *Is It Wrong to Try to Pick Up Girls in a Dungeon?*, Vol. 1 (manga). Note: An animated TV series has also been produced in Japan and made available at various digital outlets in this country though not yet officially released on home video. Having seen it, I can assert that it is excellent also and tracks the light novels and manga very well, though of necessity it cuts out the most story. TV episodes 1-3 are the adaptation of this novel.

Dungeons & Dragons the Fantasy Roleplaying Game has inspired countless novels and stories (and a hilarious comedy sketch about some gamers with goals somewhat similar to Bell's on *Take Down The Grand Master* by The Dead Alewives), not to mention an entire industry of roleplaying games, but very few good novels and stories incorporating anything of the game system itself. In fact I'd venture to say that this series is the first success at it and a true joy to read for gamers and non-gamers alike, besides.

Just two weeks ago 14-year-old orphan Bell Cranell came to Orario, the Labyrinth City, in order to try his hand at being an adventurer in the huge, multilevel, monster spawning dungeon underneath the city. With his head full of his grandfather's tales, Bell is seeking fame, fortune,...and girls, and two weeks in he has precious little to show for it. Then to add insult to injury, he ends up being rescued at the last minute like a damsel in distress from a monster he cannot even hit, much less destroy, by Aiz Wallenstein, the highest ranking female adventurer of them all...and the most beautiful, whom he promptly falls in love with, screams like a girl at, and runs away from, leaving her more than a bit stunned. Bell rushes to ask his guild supervisor, whose job is to try and teach him enough so that he isn't immediately killed like most newbie adventurers, to tell him everything she knows about Aiz Wallenstein. What he hears crushes what pathetic little hope remained of winning her, and seeing this written as plain as day on his face, half-elf Eina Tulle takes pity on him and gives him some fateful advice: "Girls like men who are strong and can be relied on. So if you work hard, get stronger, then maybe, possibly.... Maybe if you make a name for yourself, Ms. Wallenstein might notice you?" What neither of them knows is that Bell has a rare and special skill, not yet revealed to him by the goddess of his one man familia: *Realis Phrase* *Rapid*

GrowthContinued desire results in continued growthStronger desire results in stronger growthOrario. Ain't. Seen. NOTHING. Yet.The adventure continues inÂ Is It Wrong to Try to Pick Up Girls in a Dungeon?, Vol. 2 (novel).

The Dungeon - a mysterious place where monsters lurk on every floor and danger can sneak up on you. A place where people and beings from all over come in hopes to earn fame and riches. However for one young adventurer, Bell, he has only one dream - to find the most elusive of creatures - GIRLS. And he found the one of his dreams - however she is one of the most powerful warriors of the most powerful guilds, where he is the only child of a just formed guild. But he has a secret skill, one that if developed properly under the guidance of his goddess can make him a legend among legends, provided he does not get killed first. But unknown to him, the girl of his dreams is not the only one who has eyes on him and when heavenly minds notice something they will do anything to get what they want.I enjoyed this start, from the building of his stats to the randomness of the dungeon it reminds me of the old school role playing games. Starting out as a low level newbie, you have to grind to level up gathering money and items to build up gear and items. It definately is a harem story with several women after the poor hapless Bell, and he is clueless about most of them as he has his eyes on one woman. I can not wait for the next book to see what comes next.

So it seems is confusing two different versions of Ã¢ÂÂIs It Wrong to Try to Pick Up Girls in a Dungeon?Ã¢ÂÂ (usually abbreviated Ã¢ÂÂDan-machiÃ¢ÂÂ in Japanese) Like Ã¢ÂÂHaruhi,Ã¢ÂÂ the popular series started as a light novel, followed by a manga version. If you are looking for the light novel version, enter the following ISBN numbers.Light novel: 9780316339155(Manga: 9780316302173)Anyway, the following review refers to the MANGA version of Ã¢ÂÂDan-machi.Ã¢ÂÂThe hero of the comic is a 14-year-old boy Bell Cranel living in the fictional world of Orario. Though only a (weakest) Level 1 fighter, Bell keeps fighting monsters in the Ã¢ÂÂdungeonÃ¢ÂÂ in order to be worthy of his love at first sight, a beautiful and strong swordswoman Aiz Wallenstein, who once saved his life.In a way Ã¢ÂÂIs It Wrong to Try to Pick Up Girls in a DungeonÃ¢ÂÂ is like a monster-hunting game without the game player. The comic follows the story of our aspiring fighter and the goddess Hestia who gives blessing to the boy. In fact, the comic is most interesting when the spirited goddess Hestia is in, to whom Bell is in service.The comic takes too much time in introducing the reader to the fantasy world and its rules, and characters are probably a few too many, but the read is still fun with fine artwork and two

interesting characters Bell and Hestia.

I really like the light novel and I enjoyed reading this manga. I thought this was the light novel, but I still enjoyed reading the manga version. Well probably buy the other releases when they are available.

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