



## Ranma 1/2, Vol. 13

*Rumiko Takahashi*

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## Ranma 1/2, Vol. 13 Rumiko Takahashi

You're the only man I consider my rival, Ryoga... The Mark of the Gods (actually a doodle representing a school of martial-arts calligraphy) is now upon Ryoga, and the only way he can lose the doodle is to lose a fight -- hopefully to Ranma! Fox Fu, Feline Fu, Flat-Frog Fu - not one of Ranma's ultimate desperation strikes seems to be working! For Akane, it's just too crazy to believe that P-chan may secretly be Ryoga! Better use some extra-hot water to wash that doodle off P-chan, though, just in case...

## Ranma 1/2, Vol. 13 Details

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Author : Rumiko Takahashi

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# From Reader Review Ranma 1/2, Vol. 13 for online ebook

## Emmy Lou says

### Emmy Re-Reads

In this volume Hoppoai plays Santa, Ryoga becomes invincible, Akane may or may not find out the similarities between him and P-chan, the Gambling King pays a visit, and the Pigtailed Girl and Kuno go on a date.

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## Sarah Crawford says

Part 1: The Mark of the Gods: Ryoga runs into a guy who practices Martial Arts Calligraphy. The guy marks Ryoga's abdomen with a dumb looking thing and he becomes the strongest man alive. Ranma promises to help Ryoga get rid of the mark.

Part 2: Face Off!: Ryoga changes into P-chan, but he still has the mark and he's still super-strong.

Part 3: The Mark of the Pig: Ranma thinks he's come up with an idea to get the marking off of Ryoga. But Akane has found P-chan and washed him and used hot water.

Part 4: Akane Guesses the Secret: Ranma realizes that if Ryoga changes the shape of the drawing, he will stop it from working, but something funny happens before that is totally finished.

Part 5: Santa's Little Disciples: Hoppoai had been mistaken for Santa Claus by two really young kids, and they find him again. They want to be his helpers. He tries to train them to steal ladie's underwear. Things don't go well for Hoppoai, though.

Part 6: When You Wish Upon a Sword: Kuno has found a place that has a sword in a stone that, if the user can pull it out, it will grant him three wishes. Kuno manages to get it and uses a wish to humble Ranma. The sword changes into a mallet and hits him. Kuno then wishes the date the pig-tailed girl.

Part 7: May I Cut In?: Ranma-chan goes on her date with Kuno. Genma steals the sword and makes a wish, but it won't work for him.

Part 8: The Final Wish: Kuno makes his final wish, but it's not at all what Ranma-chan wanted or expected.

Part 9: The King is Wild: The Gambling King shows up to get revenge. The Gambling King has the deed to the Tendo dojo.

Part 10: Never Bet Your Life: The Gambling King starts to take over all parts of the Tendo Dojo, but Nabiki challenges him and wins. Then she loses.

Part 11: Put On a Poker Face: Ranma trains so he doesn't express any emotion when he gambles.

Part 12: The Virtues of Training: Ranma cheats and defeats the Gambling King (who also cheats, but all the time).

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**Patrice says**

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**Shawna says**

Ryoga is slowly becoming my favorite character, outside of Akane and Ranma c:

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**Becky says**

Volume 13: Ryoga's unfortunate "Martial Arts Calligraphy" tattoo, Kuno's wish-granting sword, and a master of playing cards bound and determined to beat Ranma...at Old Maid. Ah, such goofiness!

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**Brianna says**

pretty good.

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**Anthonia says**

Such a great manga series to read and follow. A must read for manga lovers everywhere. Ranma1/2 is funny and upbeat manga that i enjoy reading.

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**Miss Ryoko says**

Oh poor, sweet Ryoga! I can't believe Akane is really THAT dumb! With all the people she's met and interacts with daily that have curses, you'd REALLY think she'd have figured it out by now. Tsk tsk...I shake my head at her.

This was the best part of this volume. I giggled profusely ;-):

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Oh that Ryoga!!

### **Céline :)** says

Too funny :)

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### **Xavier (CharlesXplosion)** says

Hello world,

I am ranma trash.

Read this series and you will become ranma trash too!

Thanks

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### **The Third Place A Teen Library** says

F TAK ranma v.13

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### **John Wiswell** says

The stories in this volume are unusually short, sometimes wrapping up in just one chapter. That's the right length for them, though - they're cute ideas, like neighborhood kids mistaking an old pervert for Santa Claus. Sometimes they feel like Takahashi was writing episode fodder for the TV adaptation of her books, yet they don't feel like pointless filler. They're outrageously funny, particularly when Ranma gets into a feud with the King of Gaming, drawn like the literal king from any Bicycle playing card deck. Ranma and the King are somehow the two literal worst card players in the world, and their feud is perhaps the best parody of martial arts drama I've ever seen, not matching "power level" madness, but instead going in the opposite direction. Everything is on the line, and whichever man is not \*the literal worst\* will walk away with the feed to the Tendo Dojo.

What a gift this series is.

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### **Leila Anani** says

In this 13th instalment in the gender-bending comedy series Ryoga meets a martial arts calligrapher who draws a doodle on his abdomen that makes him the ultimate warrior. He can only go back to normal if he is defeated in combat. He seeks Ranma to help him out.

We have three other fun one shots in this volume. Whilst on an underwear raid Hoppo is mistaken for Santa and two little kids turn up hoping to be his disciples. Kuno draws a magic sword that offers the bearer three wishes. Ranma wants to get the sword to end his curse. Finally we meet the gambling king set to claim

the Tendo dojo which Ranma apparently lost in a bet when he was little. Ukyo is on hand to help out and hopefully win Ranma's heart in the process.

This is a fun volume that can easily be read without the benefit of preceding volumes as all 4 stories are pretty much self contained. Love the look of the gambling king - its just as if he stepped out of a playing card. This volume isn't as frantic and fast paced as some, but is a lot of fun.

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### **Mike McDevitt says**

"Desperation Strike", my steely buttocks!

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### **Jessi says**

Every now and again I've got to re-read Ranma 1/2. Rumiko Takahashi is a great story teller. This is one of the funniest manga I have ever read.

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