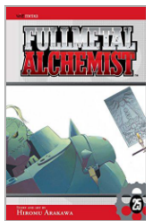


If you like *Manga*, you might want to try...



■ **Yu Gi Go:** Join [Yugi Mutou](#) as he solves the ancient Millennium Puzzle. Yugi awakens a gambling alter-ego within his body that solves his conflicts using various games.



■ **FullMetal Alchemist** (Grade 7&8 unless you have parental or teacher permission): Set in a fictional universe in which [alchemy](#) is one of the advanced natural techniques revolved around scientific laws of equivalent exchange, the series follows the adventures of two alchemist brothers named [Edward](#) and [Alphonse Elric](#), who are searching for the [philosopher's stone](#) to restore their bodies after a failed attempt to bring their mother back to life using alchemy.



■ **Hack** (Grade 7&8 unless you have parental or teacher permission): The series features an alternative history setting in the rise of the new millennium regarding the technological rise of a new version of the internet following a major global computer network disaster in the year 2005, and the mysterious events regarding the wildly popular fictional [massively multiplayer online role-playing game](#) *The World*.



■ **Fruits Basket** (Grade 7&8 unless you have parental or teacher permission): *Fruits Basket* tells the story of [Tohru Honda](#), an orphan girl who, after meeting Yuki, Kyo, and Shigure Soma, learns that twelve members of the Soma family are possessed by the animals of the [Chinese zodiac](#) and are cursed to turn into their animal forms when they are weak, stressed, or when they are embraced by anyone of the opposite sex that is not possessed by a spirit of the zodiac.



■ **Tokyo Mew Mew** (Grade 7&8 unless you have parental or teacher permission): The series focuses on five girls infused with the DNA of endangered animals which gives them special powers and allows them to transform into "Mew Mews." Led by Ichigo Momomiya, the girls protect the earth from aliens who wish to "reclaim" it.



■ **Pokemon Sun & Moon:** Sun dreams of money. Moon dreams of Scientific discoveries. When their paths cross with Team Skill, both their plans go awry.



■ Hikaru No Go: After stumbling across a haunted go board, Hikaru Shindo discovers that the spirit of a master player named Fujiwara-no-Sai has taken up residence in his consciousness. Sai awakens in Hikaru, an untapped genius for the game, and soon the schoolboy is chasing his own dream--defeating the famed go prodigy Akira Toya! Hikaru's classmate Ochi has won enough games to guarantee his place among the top three players who will pass the pro test. Hikaru, on the other hand, still needs to win more games, and he'll soon face his friend Waya and Ochi himself, who has been preparing for their match with Akira's help! When the dust clears, who will be left standing?