



Dragon Drive, Volume 1

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The tale of a loser kid who gets whisked off into a magical world where it turns out he and his little but, powerful dragon may play a part in saving the world itself! Reiji Oozora is a total loser! Not good at anything especially schoolwork! One day his friend Maiko Yukino offers to share her class notes with him to help him out on the condition that he takes her wherever she wants to go. She takes him to a secret place where a virtual reality game called Dragon Drive is played. Reiji signs up, gets his own dragon, which ends up being the smallest and weakest in the game! Because of its tiny size Reiji names the dragon Chibi. Right after joining the game Reiji and Maiko are sent to battle a classmate who has a crush on Maiko named Daisuke. Reiji runs from the battle and just when it seems like he can't win his dragon does something impossible! It suddenly powers up and defeats the much larger dragon. Reiji wins and is suddenly addicted to this new exciting game.

A staff member of the Dragon Drive virtual reality game named Agent L realizes that there is something incredible about Chibi's performance and invites Reiji and Maiko to a special training room. There she reveals the real purpose of the game is for players to bring out their dragon's true potential. Just then a strange girl riding a dragon appears and takes them to a fantastic magical world. It turns out this world is in peril of being taken over by an evil group called RI-ON and the only thing that can possibly stop them is none other than Reiji's little dragon! Thus the adventure begins!

Dragon Drive, Volume 1 Details

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From Reader Review Dragon Drive, Volume 1 for online ebook

Billie says

Graphic novels have certainly made a presence in the teen scene, however I have yet to become a fan. I read recently how these novels make a wonderful bridge between picture books and chapter books for many readers. I beg to differ in that reading from back to front, in comic book form, within a video game genre or virtual settings don't really promote literacy as taught today. After reading this book, I wondered how a book could be creative without imagination, foreign without being multicultural, and only readable (not really enjoyable) to the functioning illiterate? Brian Jacques spoke recently at a bookstore in Columbus, Ohio. He began writing so he could provide creative and imaginative stories for the children in the blind school close to his home. What he imagines and creates leaves the reader wanting more. I can't say that about Dragon Drive. I just wondered if the good guy gets the girl.

Graphic novels, in my opinion, won't create a better reader. they will only contribute to illiteracy. To become a better reader, one must read. Read books with content and value. This one isn't one I'd want my students to read good examples of writing. Raise the bar for the students.

1Q 1P (can't really recommend for any age....don't really see the value)

R.C. Rejino says

So far, loving this series. It's incredibly fun to read and pretty entertaining.

The Third Place A Teen Library says

F SAK dd v.1

Kelly says

Our hero, Reiji, is dragged into playing a virtual reality game where each person gets a dragon after the computer scans your brain to best match you. His dragon appears to be quite small, cute, and sleeping unlike everyone else's dragons which are big and vicious. No instructions are given to Reiji as he enters his first match. As Reiji plays the hostess is amazed at how in sync Reiji is with his dragon. The two go on to win the battle but only after they were cornered. There are hints given in the story that the game is more than a game and that Reiji may be the one they are looking for.

As with all manga, each book is like a chapter in the story. It has potential to develop into something quite interesting. I just don't want the dragons to get hurt.

Corbin Beck says

this is the first part of dragon drive. its a manga or comic book. the book starts out with reji, a 14 year-old boy that isn't really good at anything trys to look cool.he then gets in this game called dragon drive, a virtual reality game that you have to defeat other peoples dragons. the dragons are made with peoples personalities. reji gets a sorry dragon or so he thinks. his power is yet to be shownen. read the book to find out the extent of his power.

Hannah Belyea says

After joining his friend Maiko in a secret location where the addictive DRAGON DRIVE game is played, Reiji is partnered with a tiny weakling he names Chibi - only to learn that his partner may just be the key to saving the world?! Sakura begins a fun and hearty adventure that will please young readers with its humour and heart. Just who could be watching the results of this game?

Mansi says

CALLING ALL VIDEO GAME LOVERS AND DRAGON LOVERS!

This is the manga for you!

So Reiji is the main character of this manga. He is a video gmae lover (like me) but never seems to get into any games he plays.

Not until this wicked awesome game is recommended by his friend.

Now Reiji realizes that his dragon set is unique. It may be small; but I guess this is the sort of manga where the moral is 'looks can be deceiving' or something like that.

LG (A Library Girl's Familiar Diversions) says

Reiji Ozora doesn't play video games because there's never been a video game that he's really gotten hooked on. That doesn't stop his friend Maiko from forcing him to try a new game called Dragon Drive. Each player is given a mobile and a card with dragon on it that matches the player's physical abilities (a machine computes your stats and spits out the card). Then, when you're in the virtual world, you fight other players and their dragons with your own dragon - your dragon levels up as it beats other dragons. At least, that's how it's all supposed to work, but Reiji's dragon is pathetic. The first time he sees it, it's asleep, and it has a fighting ability of zero. However, this is a game-based shonen manga, so of course things are not as bad as they seem. His dragon is tougher than its stats indicate (which is impossible, according to the game designers), but Reiji doesn't seem to have good control over it yet. He'd better learn quickly, though, because all the toughest players are starting to notice him, as are some of the people in charge of the game.

This series shows some definite promise, so I'll be getting more volumes once my library orders them. I'm hoping that future volumes allow for Reiji and his dragon, Chibi, to develop a decent friendship, rather than just focusing on the fighting, but, considering that this is a shonen manga, I'm guessing Chibi will mostly just

be a mysterious and occasionally funny tool for battle, rather than a friend with a gradually developing and evolving personality.

If this game actually existed in real life in the same way it does in the manga, I guarantee people would be lined up for days to play it. I know I would. That aspect is part of what makes this manga fun. You get to imagine what it would be like having a virtual dragon that's matched specifically to your stats. The dragons themselves are also interesting. There's a bit of humor, too, but that aspect won't be enough to keep me reading this series. I'm interested to see if Sakura will be able to improve this series and continue to make it appealing beyond the things I just mentioned, or if it will stagnate.

(Original review, with read-alikes, posted on A Library Girl's Familiar Diversions.)

Rachel says

A game based manga similar to Yugioh or Beyblade in that it is about a character with an unusual affinity for playing the game well (and in some cases destined to save the world through it). In this case though the main character is lazy and is thrust into a game where he needs to level up quick. His dragon partner is a representation of his soul, and by the end of the first battle it is clear that there is more to him than even he knows. Exciting battles, well drawn dragons, and a good sense of humour, will keep you reading this series.

Jen says

Perfect for a 10 year old boy. Less than perfect for me.

Lord says

Shonen Jump manga about the virtual reality game. It's a quick read and quite catchy and interesting. But nothing above average that would make me continue reading this series.

Ilib4kids says

J SAKURA V.1

Total: 14 volumes

Dragon drive. Vol. 1, D-break

Dragon drive. Vol. 2, Another world

Dragon drive. Vol. 3, Believe

Dragon Drive. Vol. 4, Hero

Dragon drive. Vol. 5, Mission

Dragon drive. Vol. 6, Hope

Dragon drive. Vol. 7, Decisive battle

Dragon drive. Vol. 8, Excitement

Dragon drive. Vol. 9, Reshuffle

Dragon drive. Vol. 10, Departure
Dragon drive. Vol. 11, Trust
Dragon drive. Vol. 12, Promise
Dragon drive. Vol. 13, Reunion
Dragon drive. Vol. 14, Wait

Victoria says

I looked up the anime for this, and there were mixed thoughts/reviews on it. I guess since this is a Shounen series, it's not going to be liked very much. But I really enjoy this first volume. My work has up to volume 14 or 15.. but I'm going to get 2-4 tomorrow when I head in.

It's got a little something for everyone, I think. And also like most series, it's got a bit of a "you'll either love it or hate it".

Hayden Menard says

Not interested in volume two

Olivia W. says

I love this book 10/10 will read the entire series.
