

MegaMan NT Warrior, Volume 13

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When the world's in trouble in the future year of 200X, who do the people turn to? An eleven-year-old boy named Lan and his *netnavi* MegaMan. (A *netnavi* is a digital character limited only by the imagination of its creator.)

The thirteen-volume series, *MegaMan NT Warrior*, is all about Lan, MegaMan, and their friends' adventures on the cyber net, an evolved, super advanced Internet of the future. Lan aims to be the best net battler in the world but realizes that he's going to have to work hard when he meets friends and foes like Protoman and Bass.

In the previous volume a mysterious girl named Iris brought MegaMan to the underground where she forced him and other *netnavis* from around the world to fight for the "legendary program," the only thing that can destroy cyberbeasts—very powerful viruses that turn *netnavi* into rampaging monsters.

Now, in *Volume 13*, two cyberbeasts merge into one and escape into the world. Since the cyberbeast absorbs anything that uses energy, and in 200X that is pretty much everything, this could spell disaster. Iris gives MegaMan the "legendary program" and he then says goodbye to Lan, believing that destroying the beast will also mean his destruction. But, about a week later a mysterious light appears in the net...

MegaMan is an intriguing, action-packed series, and will encourage young readers to want to do their best and be heroes like MegaMan and Lan.

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