

The Legend of Zelda: A Link to the Past

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A terrible tragedy befalls Link's family and friends when the traitorous Agahnim launches a plot to seize the Triforce and unleash a terrible evil on the world. To bring justice to Agahnim, Link needs the Master Sword and sets off on a quest to find it. Link's journey may also help him discover what happened to his parents, and while Agahnim's minions and traps are dangerous, this link to the past may be even more challenging!

The Legend of Zelda: A Link to the Past Details

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Author : Akira Himekawa

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Amanda Tamane says

This manga has less to do with the source material than the last one, and overall it was disappointing as a result. A Link to the Past is one of my favourite Zelda games, and this book ignores most of the story in favour of a storyline about an original character called Ghanti. Ghanti is a bandit that hesitantly helps Link on his quest, and she mostly seems to be there to fill the role of a stereotypical kawaii manga heroine. The next manga on the shelf is Ocarina of Time, which is my favourite Zelda game of all time, and it's split into two books. I'm hoping that's a good sign!

Carmen8094 says

Premetto che, pur conoscendo i personaggi principali, non ho mai giocato a Zelda nelle sue varie versioni, quindi non posso dire se il manga estratto dall'episodio A Link to the past sia aderente o meno al videogame. Il manga non mi è piaciuto granchè; all'inizio non prende molto (ma questo accade con molti manga e molti libri), poi ad un certo punto la narrazione diventa piuttosto veloce, purtroppo non nel senso che il ritmo si fa serrato, ma che tutte le avventure e gli incontri di Link divengono un elenco per niente sviluppato. Ci troviamo di fronte ad un'avventura con elementi classici: l'eroe cresciuto all'oscuro delle proprie origini e del proprio destino, naturalmente l'ultimo discendente, in questo caso dei cavalieri di Hyrule; la principessa da salvare; la missione come crescita e viaggio, soprattutto in se stessi e verso le proprie origini (tema, questo, per nulla originale, ma sempre interessante e vincente). Mi è piaciuta molto l'idea del regno delle tenebre, e della punizione inferta agli avidi; il finale, purtroppo, sembra quello di una storiella.

<http://iltesorodicarta.blogspot.it/>

quinnster says

The Legend of Zelda manga series is a collection of 10 books that are written in collaboration by two women, A. Honda & S. Nagano. When they started they played all the games so they could get an idea of the story and then they sat an elaborated to create the books.

There's a great attention to detail from Link to his companions to the enemies he fights. It's so much more interesting to read the conversations and see the familiar places from the games from a different perspective.

Minerva says

***** 4.5 stars *****

Patrick says

Ugh. Just ugh.

Amber says

This was an awesome Manga adaptation of Legend of Zelda: A Link to the Past. I read this manga online at this link: http://www.mangahere.co/manga/the_leg...

What a great story! When link's uncle is attacked by the Wizard Agunim, Link must save Princess Zelda and the Kingdom of Hyrule from the evil wizard's plan to place the realm into darkness. Can Link find the master sword and stop him before it is too late? Read this manga to find out.

Legend of Zelda fans will love this and look out for the anime series of this coming soon from aeipathy industries starring the voices of Vic Mignogna, Kira Buckland, Todd Haberkorn, and Kent Williams. Go to <http://www.aeipathyind.com> for more information in the Zelda-motion tab. Note: This anime is no longer happening but read the manga anyway. A must read for Zelda fans!

Charissa Dubin says

Link is a peaceful farmer who has never touched a sword. Everything changes when he receives a telepathic message from a prisoner in the nearby castle dungeon and Link's uncle, who raised him, is killed. Link rescues the prisoner who turns out to be Zelda, the princess of Hyrule. She tells him of an impending evil that aims to consume the land of Hyrule in darkness and misery, and asks him to fight against the evil and save the world.

This manga is based on a video game, and it was interesting to see what the authors did to convert the story into a novel. In the game, Link undertakes his journey alone, but that doesn't allow for much dialogue. To remedy this, the authors of the graphic novel gave Link a quirky companion with a troubled past and mixed intentions. Her presence allowed for dialogue as the story progressed, and her background allowed for character growth to take place over the course of the novel. Overall the book was an interesting read, even though it diverged a bit from the original video game storyline. I found the relationship between Link and Zelda to be a bit unrealistic; they were far too attached to each other for having just met. However, the story offered some interesting views on human nature in regards to power and control as the plot unfolded, and it was exciting to see the classic good-versus-evil tale unfold.

Dawood Milights says

So far, every adaptation by Akira Himekawa to legend of zelda has been nothing less than amazing. The story is adapted yet feels original due to what the writer has done to it. Im always engaged in the story. Definitely a recommendation to all Zelda fans to read these stories

Frank says

As a Legend of Zelda fanatic I saw this at the library yesterday and figured I had to give it a quick read while waiting.

I ended up finishing it in one sitting. It tells a story of my favorite Legend of Zelda game, and does it in a manga style.

While it's not the full story, many of the dungeons are glossed over, with over half of them being split on a single two pages section. The story actually builds a lot more depth into the classic characters of an SNES game.

It might be unfair to compare a manga with a SNES game for depth, but the fact is this is both a faithful addition, and gives most of the characters a lot more depth than "boy in a green hat" and "Princess who's always imperiled".

It's not amazing but it's well worth a read for fans of the game.

Debra says

Kiddie Manga! The kids and I are TOTALLY addicted to the games, and now, we're equally in love with the books. Don't forget to read them backwards.

Brian says

I thought my nostalgic love of this game would translate into me enjoying this manga, but it's far too rushed for my taste, especially in the second half. I have higher hopes for a Majora's Mask manga, as it won't have to contend with the sheer number of dungeons that this volume needed to gloss over. The art is great and fans of the game series will probably find something to like here, but I wouldn't really recommend it to anyone.

Solbin says

Eeeeeeeeeeeeeeeeeeeeh... did like it cause it is full of action, but didn't get da overall plot.

Guyline Boisvert says

Cute summary of the video game. Weird pacing: the end feels really rushed. Love the fact that a new character was introduced (which is not in the video game), it helps with the storytelling and makes it interesting and different even for somebody who finished the game multiple times.

Francisca Pinto says

The Legend of Zelda es de mis videojuegos favoritos, y aunque me ha encantado la historia la he encontrado demasiado corta, se podría haber explayado más.

Jennifer says

Being an adaption, Himekawa as the author (or artist, in this case) is naturally going to make changes to the original storyline in order to fit into a 181 page book. In this case, as in the fan-made Hero of Time movie, most of the adventuring in-dungeon has been cut, but I don't feel that it detracts from the story except for a few panels that don't transition as well as they could and left me confused now and again as to what was going on.

What the manga does really well is adapt the game's back story into a well-told, coherent tale. Seeing the creation myth in pictures and how the Hylians are represented is really powerful. It also did a good job to explain the lore in a way a non-fanatic would understand. It especially does a good job tying in the story of Ocarina of Time into the history. The links to the past (har har) are pretty obvious the way things are told.

A brand new character was added into the manga who serves as an aid for Link. At first I was a little uneasy about her, but I grew to like her, though I wish she played a larger part in the end of the novel (not necessarily the final battle, but the events *after* that).

In game, Link's lineage and mother and father are never really touched upon. All we knew is that he lived with his uncle, and his uncle died. The manga goes ahead and gives them a history that is relevant to Link's personal motivations.

What I like most though is how the dark world is handled. Its link to the Sacred Realm is explained well, and the way the "monsters" are portrayed gives them a chance to be redeemed, even the bosses of the dungeons, which are revealed to have once been normal people transformed by greed.

Overall, the adaption is really powerful. Some of the character motivations are a little weird (like Link wanting to be a master apple farmer) and some of the panels and dialogue bubbles were a little confusing, but they don't detract from the presentation as a whole.

Kami says

- This story should have been stretched over a couple volumes. It rushed a lot.
- I want more details about Ghanti's history. She was the most interesting character.
- This was not my favorite Link and Zelda design. The artwork was okay, but I like other character designs better.
- There was part of the book that was telling and not showing, which was really weird for a graphic novel. I understand that they were trying to get through a bunch of dungeon stuff, but still.

- I feel like the story was misnamed. It should have been a A Link to Dark and Light or A Link to Two Worlds.

- Is Ganon's true form a pig? He is usually in pig form when I see him, but I know he has a gerudo form sometimes too.

Ada says

I'm torn. I hated the game because of a bug and we could never finished it. Later on the Gameboy that colored my gameplaying. So with that kind of prejudice I started reading this... And I was surprised because although so very short the story was actually better than the one in the game...

Nickdastick says

The Legend of Zelda: A Link to the Past is my favorite zelda video game. However, the book got screwed up really bad. They got some of the bosses wrong, they got the part about the silver arrows wrong. They even added a completely diffrent character that wasn't even in the game! I was really disappointed when I read this Manga. Of all games to make a manga about that was crappy, they chose this one. :(

Andre says

[, the thief Ganti with a slightly stereotypical harem upper half, exposed cleavage and all, (hide spoiler)]

Samantha says

Out of the Zelda manga I've read thus far, this one seems the most poorly done. Not to say it's a bad book at all, as I certainly enjoyed it. The art style was pretty good, and I loved how Link was characterized. Ghanti's character was a great addition to the story, and her character design was neat (though, it did seem just a little out of place). Her and Link's interactions really helped move the story forward, and the twist at the end with them was great.

I think the biggest problem with this book is the length of the story. Near the end, it felt like the author was reaching her page limit, as some stuff that should have been drawn out a little longer instead were squished together. I mean, I get not going into detail when you're doing the same tasks over and over, but the first and the last should at least be treated differently. This story could have used at least another ten pages.

Also, there was the occasional panel where I couldn't tell who was talking. Then, occasionally, it felt like I had skipped over a panel or two, even when I hadn't, as the story seemed to jump a little.

So, while I have some problems with this book, I still loved it. I think part of the reason I'm so picky is that the rest of the book was pretty good, and with just a little more polishing/time it could have been even better.
