



Legend of Zelda: A Link to the Past

Shotaro Ishinomori

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A full-color graphic novel by manga legend Shotaro Ishinomori based on the classic video game The Legend of Zelda: A Link to the Past.

The Legend of Zelda: A Link to the Past is an adaptation of the beloved, internationally bestselling video game originally released for Nintendo's Super Entertainment System. This comic book version by Shotaro Ishinomori (Cyborg 009, Kamen Rider) was first serialized in Nintendo Power magazine and later collected into a graphic novel.

Long out of print, this stunning, full-color graphic novel is now available once again!

Legend of Zelda: A Link to the Past Details

Date : Published May 5th 2015 by Perfect Square (first published 1992)

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Author : Shotaro Ishinomori

Format : Paperback 196 pages

Genre : Sequential Art, Manga, Graphic Novels, Fantasy, Comics, Games, Video Games, Fiction

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From Reader Review Legend of Zelda: A Link to the Past for online ebook

Tim says

(Miles' review) It's cool that the author made Cyborg 009. This story is full of imagination, it has dragons, cyclops, and mages. It has lots of characters which makes it fun.

kippen (uponthepages) says

It hurts to rate a Legend of Zelda related story so poorly but I read it for school and it just didn't interest me. I wanted it to be over the entire time.

Cory says

Ah, for one blissful Saturday afternoon, it was 1992 again and I was eagerly awaiting the next Nintendo Power magazine with the Link to the Past comic in it.

It turns out, I didn't remember this comic through rose-colored glasses. It is every bit as exciting and well-written as I wanted it to be. Guess there's a reason Shotaro Ishinomori was in high demand as a creator.

Very little of the video game itself is here, but that matters little. The story is excellent, and the art is simple and clean. The layouts are inspiring, if you desire to write your own strips (as I do).

Sara Dee says

such memories this brought back. waiting for my Nintendo power to come so I could read the next installment!

the book is beautifully made, full color throughout.

forgot that Link talks in it, so that's fun. it strays from the video game story line, but it's A fun journey to follow.

the ending is a little sad.

Link & Zelda forever!!

Selena says

I didn't like this version of Link.

In the games, Link doesn't talk. He's more of a mirror for you, the player, to be reflected in. Maybe it's because my first LoZ game was Link's Awakening, but my "One True Link," is a little more grown up, a little more curious, and definitely a hero.

This Link though... he was bratty. He was annoying. He needed all information fed to him by people who weren't even there!

I think part of this is because it was written for little kids in the 90s, and the writer felt like they needed to spoon feed the information to the audience.

The artwork felt dated, the story super rushed, and the characters 2-dimensional.

I liked Akira Himekawa's The Legend of Zelda: A Link to the Past much better.

Scott says

Haha you guys, remember that Legend of Zelda comic that was serialized in Nintendo Power in like 1992? Well this is it.

Remember how it was terrible but you didn't know because you were 9? Well it still is. But instead of not knowing, I just don't care.

I got this because I went to the opening of the brick 'n mortar Amazon Books in Lakeview this week. It was terrible, don't ever go, but I felt the need to buy something so this is what I got. Much like the store, this comic is superficial, unappealing on the eyes, and only of interest to superfans of the brand.

But it's also an amusing take on the story, with a gimpy, bratty Link who can't do anything. It's a pretty big departure from the plot as presented in the video game, which is nice. The best character is the eagle man who thinks he is better than Link but is foiled by his own arrogance. (Look at those low rates!)

Don't buy this but I'll lend it to you.

Doc says

When I heard Viz Media gathered the old Legend of Zelda comics (originally run in Nintendo Power) into a single volume I was thrilled. Opening the book nostalgia washed over me as I re-read the story (which was a bit modified from the original SNES game) as Link goes forth to save Princess Zelda while he overcomes quests and his own shortcomings. For the first time I did not have to flip through the various volumes to follow this classic comic. :)

rhea says

And now it's time to play the game again. Because I have problems.

Nick Jones says

Having read and enjoyed this story when it was first serialized in *Nintendo Power*, I was eager to give it another look twenty-three years on to see whether it held up to my dim memories in a way that childhood favorites often have not. It's not the first time I've done this with media from the *Zelda* franchise, as within the past couple of years I've been able to rewatch several episodes of the animated *The Legend of Zelda* television show from 1989 (it's awful) and replay all of the NES, SNES, and Game Boy games (ranging from good to fantastic).

While the game version of *The Legend of Zelda: A Link to the Past* stands the test of time decades after its release and remains a personal favorite of mine, the comic based on it is much more of a mixed bag. The art, as one would expect from legendary mangaka Shotaro Ishinomori, is excellent. The characters and their world don't necessarily look as one might expect from playing the game, but Ishinomori's style adds a lot to the newly-expressive characters, enormous monsters, and the sinister floating fortress where Ganon resides in this version of the story. The plot in the book progresses at a breakneck pace, so fast that there isn't much room for character development. Link's personality isn't much better defined than in the games where he's a silent protagonist, and the other characters exist mostly to quickly dump information or an item to move things along. There are both additions and omissions from the game, with several original characters appearing, but also a massive number of characters from the game removed for expedience's sake, with large chunks of the world also going unrepresented (a personal favorite dungeon and boss, Thieves' Town and Blind the Thief, were unfortunate casualties). If time was taken to really explore the new faces and places, the changes would have been worth it, but everything moves so quickly that they feel extraneous. The rushed plot suffers from important battles that are ended far too quickly, problems that are resolved by Link just being handed the very item he requires, powerful abilities that pop up spontaneously and are never used again, allies that appear just in the nick of time to save the day, and other conveniences necessitated by cramming a ten hour long game into a comic that tops out at less than 200 pages.

People who read this when it was first published or those who have played *A Link to the Past* might want to avoid this collection, as it doesn't hold up well compared to nostalgic memories or the stellar game; on the other hand, younger readers will probably enjoy the frantic pace and non-stop action of the story, and people who have enjoyed the other manga adaptations of the *Zelda* series will doubtlessly enjoy this alternate take as well.

Ahmad says

I give this comic a 3.5 stars.

What I didn't like about this comic is that it started way to fast. And we were moving to places way to fast and every place we go in this comic there must be a fight scene and that just made my head hurt. But everything else was a perfection! Like the animation and the world is a completely high fantasy and I really liked that! Oh and the story was fantastic!

Overall I enjoyed this comic!

Matt Cichon says

Even though its based on 1992's A Link to the Past game, there are enough differences between the book and game that even hardcore fans can enjoy. New characters and events have been added, even a different ending, making this a slightly different adventure.

Jeff says

A Link to the past for the SNES is probably in my top 5 favourite video games of all time. It was pretty cool to see old Nintendo power stuff thrown together into a graphic novel! Quick read, brought back some memories from my childhood, recommended if you played the game back in the day or are a fan of Zelda in general!

Lindsey Rey says

This was super cheesy in the best way possible! I think my fellow Zelda fans will get a good chuckle out of this one.

Becca Hillburn says

There's two things I really like- watercolor illustration and vintage manga. This recent entry to Viz's Legend of Zelda lineup isn't a recent comic- it was originally printed in Nintendo Magazine in the early 90's, but its a refreshing addition. The watercolor pages are fantastic, pulling the reader right into the story, and Ishinomori's illustration is cartoony and fun. If you're a fan of the Akira Himekawa LOZ graphic novels, you may be a little put off originally by the switch in style, but please keep in mind that Ishinomori's comic essentially laid the groundwork for all future manga iterations of LOZ. I highly recommend this comic to Legend of Zelda fans, comic fans, and even watercolor fans!

Elizabeth Felix says

'Beautiful illustrations, great if you've played Zelda'

This is an odd addition to my book list and I have to admit I wouldn't normally have read it. My other half received this as a gift from a family member who remembered him playing Zelda when he was younger. I also played some Zelda games when I was in my teens and I've never read a comic book so I sat down and gave it a go. For younger readers (or Zelda fans) I can see this being great and I got through it in no time with the minimal text. Originally a series of comics, this was made into a graphic novel which went out of print years ago and has been recently re-released. It's true to the Zelda feel with amazing monsters, magic swords and quests that come in 3's. The illustrations are beautiful and you can get a real feel for the story

while your imagination is left to fill in the gaps. My only criticism is that it seemed to jump around a bit (but it is following the story line of a game after all). Although I didn't play A Link to the Past, I did play other Zelda games and this was a trip down memory lane that I enjoyed very much.
