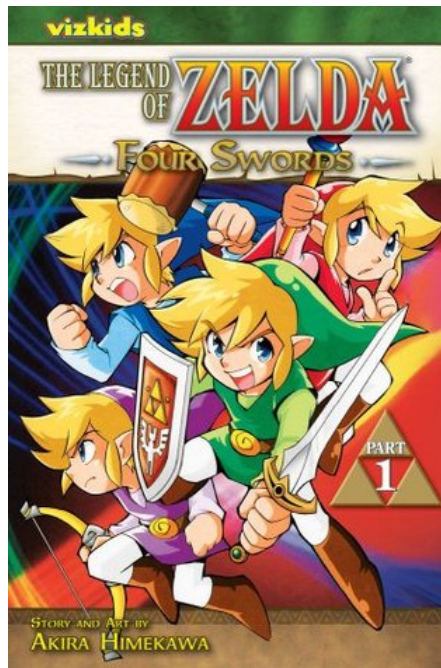




The Legend of Zelda: Four Swords - Part 1

Akira Himekawa

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Link, now a Hylian Knight, serves Princess Zelda at Hyrule Castle. When Shadow Link kidnaps Princess Zelda, Link once again must prepare himself to defeat the forces of evil. To do so, he needs the legendary Four Sword, but getting it means releasing and then battling the ancient evil power Vaati. The Four Sword also splits Link into four different versions of himself, and these new Links aren't team players! Rescuing Zelda, beating Vaati, and getting his wild alter-egos under control isn't going to be easy!

The Legend of Zelda: Four Swords - Part 1 Details

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Author : Akira Himekawa

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From Reader Review The Legend of Zelda: Four Swords - Part 1 for online ebook

Jadzia says

This is my favorite manga

Alex B says

I myself have been a huge Zelda fan sense I was 5. And this book gives the sense of comedy, and adventure. I gotta say, I love the 'breaking the 4th wall' moments in the book. This manga series really builds character and lore on Link then It would in the video games (due to not talking and all). This is one of many books in the Zelda manga series, and I can't wait to read the others.

Benjamin says

The story of this book is amazing. I have never played this game and it is absolutely ok since this book only talks about the story of the game.

Hazel C Baker says

An amazing story. Best read with the second part as a singular story. Most of the Zelda Mangas do try to accurately try to tell the story of the games, but for the game of Four Swords Adventure, there isn't really a story to follow, meaning the writer could focus more on the story than appealing to fans. An amazing story about teamwork, the 4 links are distinct enough that I still find myself referring to this when people ask me about the personalities of the characters. The best of any of the Zelda Mangas; any fan of Zelda or Magna in general needs to read this.

Cha Cha says

This book is from the video game Four Swords. I thought that it was awesome.

Jerry says

While I played some of the early Zelda games on my NES and Super Nintendo, I was never a huge fan of the franchise. I was more partial to the cutesiness and happy worlds of Mario and Pokémon, especially since the former had some excellent multiplayer games, such as *Mario Kart 64*. Still, I decided to give this manga a

chance...and I was disappointed. A lack of color makes the whole four Links thing confusing, and the story wasn't all that fun. The artwork, however, was good, so I have to give the artists kudos on that. If you're a longtime Zelda fan, you likely will feel differently.

Edward Holland says

One of the best books ever, but one thing I didn't like was how fast the story goes because in the games (and yes I know it's meant to take longer but I still wish it would have showed the struggle it takes to defeat the enemy's) it takes way longer so that's why I dated it a four

Alexandra says

The legend of zelda four sword part 1

Link is a hylia knight that serves princess Zelda.

When the 6 maidens and princess Zelda is kidnapped by shadow Link.

Link must take the four sword and split himself into four Link.

But it's not that easy for the four link must overcome their differences, to be able to work as a team.

And be able to defeat Vaati and shadow Link.

To save princess Zelda and 6 maidens.

Or is it something more powerful lurking in the shadow?

Collin Henderson says

Link must draw the Four sword when Zelda and her hand maidens are kidnapped by the forces of the evil wind mage vaati! But then he splits into four versions of himself! Each one reflecting one of his character traits! The four of them must learn how to band together to defeat vaati before it's too late! So many exclamation marks!!!!

While I would have loved to see an adaptation of links awakening connecting to the Oracle manga (they ended that with him going off on more adventures so they could have used that link for the koholint adventure (and no I won't shut up about how bad I want a links awakening manga)) this is still a good installment to follow the Oracle manga with. It's loads of fun to see the different versions of link interact with one another, as well as to see shadow link cause chaos. There's good character drama here, too, with this ending at the heroes low point in a very literal way. It can get confusing keeping track of the links since this isn't colored but they each are drawn slightly different across the eyes so it's usually pretty easy to follow anyways. All in all a fun first part!

Solbin says

ALERT SPOILERS MAY BE IN REVIEW ALERT

Overall very funny with five different Links running around (dressed in Green [original], Red, Blue [surprisingly the hotheaded one], Purple, and a Shadow Link). Only problem (in the beginning, that is) is that Link doesn't know how to work on a team. But soon, the problem shifts over to people mistaking other colored Links for the green Link. E.g: Tinkles mistook Vio (the purple link) for Green (the main link) after meeting Green first and stumbling upon Vio while on his hunt for Force Gems to become a fairy (I know). Meanwhile, Team Link is trying to defeat Shadow Link, Vaati the immortal demon, and Lord Ganon.

Julianna Lytle says

I loved this one more than the other Zelda mangas, even though I've never actually played the game.

Minerva says

*** 3 stars ***

Nora Cayetano says

Creo que estoy siendo demasiado dura con una adaptación a manga infantil de uno de los juegos menos reconocidos en la saga de Zelda... ¡pero no puedo evitarlo!

Link, un caballero del reino de Hyrule, nunca ha sido bueno trabajando en equipo ni siguiendo las órdenes de su comandante, pero es uno de los mejores y más reconocidos héroes a la redonda. Su amistad con la Princesa Zelda es lo único que pareciera ablandarlo.

Un día, presintiendo que algo maligno se cernía sobre el reino, la princesa y sus doncellas acuden al santuario en donde descansa la espada en la que fue sellado el malvado hechicero Vaati, y Link las acompaña. Una vez ahí, la princesa y las doncellas son secuestradas por una sombra misteriosa que se hace llamar un héroe del pasado.

Al tratar de rescatar a su amiga, Link toma la espada de la leyenda y se precipita a luchar contra la sombra. Pero lo que no contaba era que la espada lo dividiría en 4 diferentes Links y que, al ser retirada de su pedestal, liberaría al temido Vaati.

Con la princesa desaparecida y el reino a merced de las sombras, los cuatro Links deberán aprender a trabajar juntos si quieren ser los héroes de la historia.

Bueno, primero que nada quisiera comentar que me da risa cómo es que a la amiga a la que le compré el manga sólo le interesaba tener en su colección los títulos en los que apareciera Vaati. ¡Y no la juzgo!: yo estoy haciendo lo mismo aparentemente.

Ya después de eso comento que es como una mezcla de los juegos *The Legend of Zelda: For Swords* y *The Legend of Zelda: For Swords Adventures*. Ambos juegos vienen siendo aventuras multijugador que no se vendieron tanto como Nintendo esperaba, pero que para mí son especiales porque son 2/3 de los juegos en donde aparece mi villano favorito de toda el universo de Zelda: Vaati.

En el primero de los juegos, tenemos una trama en la que solamente Link y Zelda son los que acuden a

revisar que el sello que mantiene atrapado a Vaati. Al llegar ahí se dan cuenta que han llegado tarde y que Vaati ya ha escapado. Pero los planes del mago de los vientos no involucrar solamente sembrar el pánico, no: secuestra a la princesa y se la lleva a su palacio en los cielos, con la idea de casarse con ella...

**sigh*.*

Oh. Be still, my Little shipper heart...

Como la espada que mantenía atrapado a Vaati es lo único que Link tiene a la mano, guiado por una misteriosa hada, decide que es momento de empuñarla, aún y si con eso se divide en cuatro, como el héroe de la leyenda que tuvo que multiplicarse a sí mismo para contener la ira de Vaati.

En *The Legend of Zelda: For Swords Adventures* la historia es más o menos la misma, sólo que aquí es donde se menciona a las doncellas que acompañan a Zelda y es en este juego donde también es Shadow Link quien se lleva a la princesa, no Vaati (que como quiera es liberado, gracias a Link).

Sea como sea, el manga contiene elementos de ambos juegos, más del segundo que del primero (o eso es lo que he puedo decir al terminar sólo con la primera de las dos partes).

El manga no está tan mal. Te entretiene, pero no tanto como los juegos. Claro que la razón para que los juegos fracasaran en ventas se debió a los obstáculos que uno tiene que sortear si los quiere jugar: se requieren cartuchos extra, cables de conexión, amigos de verdad interesados y esa clase de cosas. Los mangas permiten que la historia se conozca más.

Puede que mi mayor problema con el manga resida en las ilustraciones. Akira Himekawa ha demostrado ser un equipo creativo capaz de cosas hermosas y buenas adaptaciones. Pero mientras que algunos cuadros lucen así:

Otros se ven ~~molestanente~~ cómicamente infantiles. (Pero me callo, porque no encontré imágenes buenas que expusieran mi punto –más que la siguiente, que es el arte de que va previo a un capítulo:

Red Link en su mejor momento

y, claro, es un manga enfocado al público infantil. Por eso me CALLO).

Ya finalizando, las personalidades de los Links me causaron un poco de problemas: el verde es el motivado; el morado es el *Sasuke Uchiha* serio del equipo; y el azul y el rojo son el temperamental y el inocentemente optimista, respectivamente...

Estoy más acostumbrada a ver al rojo como el héroe malhumorado e impulsivo y al azul como el intelectual del equipo. Creí que esta versión podría ser una excepción que bien se puede pasar por alto (sobre todo por el asunto de que los dibujos son a blanco y negro)... Pero no. Ambos me parecieron pesados e insoportables y todos mis headcanons chocaban entre sí.

¡Ah! Y hablando de headcanons: parece ser que esta adaptación es el origen de la parejita de Shadow Link x Violet Link... *The more you know* ☆

Así que no lo considero una pérdida total de tiempo y/o de dinero. Pero no siento especial interés de conseguir la segunda parte. Tipo, sé que en algún momento de mi vida lo haré y la leeré y la colocaré junto a sus hermanos en mi librero, pero no es algo que me muera de ganas por hacer.

J says

The concept of a black and white series with four identical characters only identifiable by their color is perhaps a stretch.

Their personalities do begin to pull them apart but it is often quite difficult to keep track of which Link is which, especially so since Green and Blue are so much alike and Red and Violet are both quite like one another.

The story descends quite readily into a bickering pile of Links who refuse to work with one another. It actually fits the game quite well since it was intended to be a cooperative multiplayer experience and was designed with a competitive edge to it.

The art work is always fantastic, but in this book the panels are often cluttered with one or two too many Links to allow much else.

Eventually they are mostly separated and this is where the actual story-telling begins to take a bit more presence and redeems the goofy antics and perceivable flaws of the rest of the material.

Good if you are into silly banter. Poor on narrative and subject depth.

Michael Chattaway says

I HAVE read it and enjoyed it but it would be beter if it was made just a hole book not part1 and part 2 I am giving it a 3 star review

