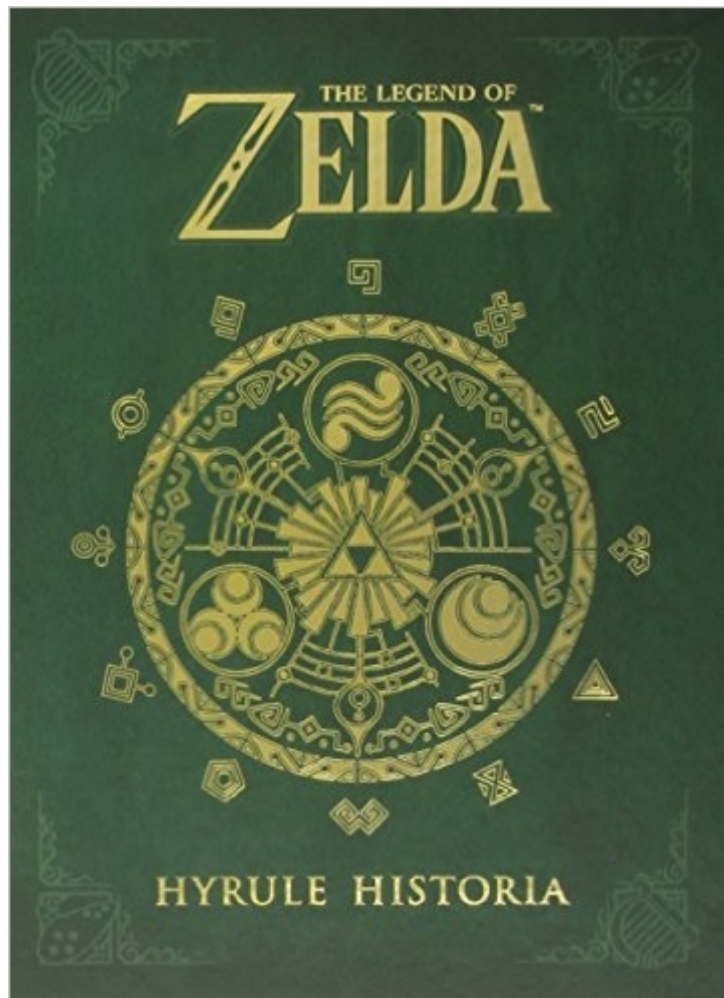


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# The Legend Of Zelda: Hyrule Historia



## Synopsis

Dark Horse Books and Nintendo team up to bring you *The Legend of Zelda: Hyrule Historia*, containing an unparalleled collection of historical information on The Legend of Zelda franchise. This handsome hardcover contains never-before-seen concept art, the full history of Hyrule, the official chronology of the games, and much more! Starting with an insightful introduction by the legendary producer and video-game designer of Donkey Kong, Mario, and The Legend of Zelda, Shigeru Miyamoto, this book is crammed full of information about the storied history of Link's adventures from the creators themselves! As a bonus, *The Legend of Zelda: Hyrule Historia* includes an exclusive comic by the foremost creator of The Legend of Zelda manga "Akira Himekawa!

## Book Information

Hardcover: 280 pages

Publisher: Dark Horse Books (January 29, 2013)

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Product Dimensions: 9.3 x 1.1 x 12.2 inches

Shipping Weight: 4.1 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (2,544 customer reviews)

Best Sellers Rank: #2,530 in Books (See Top 100 in Books) #2 in [Books > Arts & Photography >](#)

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## Customer Reviews

This book is almost too awesome for me to put into words. I've long been a fan of the Legend of Zelda. It is not only my personal favorite video game series, but arguably the greatest series in video gaming, period. When this book released in Japan for Zelda's 25 year anniversary, many hoped it would get translated and come to the States. Thankfully, our wish has been granted. This book is about as high-quality as they come. The opening letter from Shigeru Miyamoto sets a wonderful, celebratory tone for the rest of the book. I can't think of a better opening. The first third of the book, entitled "The Legend Begins: The World of Skyward Sword" is devoted to said title, the most recently released Zelda game we all played and loved. It's filled to the brim with the concept and official art that inspired Skyward's brilliant aesthetic style. As one who views Skyward

Sword as one of the most beautiful and brilliantly inspired video games ever made in terms of its art design and visuals, this is just fine with me. There's tons here, including a lot of really interesting ideas for characters that didn't make it into the game, like a floating Fi in a massive suit of armor or Zelda designs that are decidedly more elegant and fancy. Really cool. There's also a good amount of location art that is simply gorgeous and really captures your imagination, just like the settings in the game did. Throughout this whole section are notes from the Zelda team, which gives nice insight into the design process of the game. It's a great start to the book, and roughly 60 pages long.

With my video reviews I usually try to include an extended text section to go with the video. However, since my video is already about 7 minutes long, I will try and make the text part of my review smaller. With the video I tried to give you a quick look at most of the sections of Hyrule Historia. Now the lighting may not be perfect and my camera may be too close at times, but hopefully you get an idea of what the book and most of the sections within it look like. The book itself is really well put together, and is as good in quality as another Dark Horse book I own, *The Art of Alice Madness Returns*. Both books look exactly the same in terms of dimensions, and overall print quality. Binding is also very good so you should not worry about it coming apart from looking or reading through it too much. As far as the content in the book is concerned, it is pretty good. The book does a fine job of covering 25 years of *The Legend of Zelda*. This includes artwork filled with comments, a timeline for the entire series, a look at how characters like Link and Zelda have changed over the years, a Manga comic, and so on. Check my video out to get an idea of what these sections look like. My only major complaint with the book is that certain games don't receive much coverage in the artwork section, which is always my favorite part of books like this. For example, *Majora's Mask* only gets about three pages of content (again in the artwork section, it is also covered in the timeline as well) but other games get way more coverage (*Spirit Tracks* gets about twenty pages of artwork). Now this may seem like nitpicking, but I am sure someone will also have a favorite *Zelda* game that seems to get too little coverage in one of the sections of the book.

There are already hundreds of other reviews that talk about how great this book is. So I'm just gonna' briefly compare the different versions. There are three of 'em: a Japanese edition, an English standard edition, and an English collector's edition [both English editions are licensed by Dark Horse]. The differences of the three books are almost 100% aesthetic. So besides the difference in covers and language, the content is exactly the same for all of them. In the following areas this is how they compare: Release date: -Japanese (12/2011)-both English (01/2013) Covers (all are

hardcover):-Japanese - brown w/ gold letters and symbols; has a kind of wrinkled texture design-English standard - green w/ golden seal and a synopsis on the back-English collector's - brown, faux-leather [not a rock-hard cover but has one of those slightly puffy covers] w/ black debossed seal and absolutely nothing on the back [I mean this in a good way]; also has gold gilded pagesContent:-no difference [all three have the same concept art, comic at the back, etc.]Japanese edition only:-has a dust jacket and string bookmark attached to the spineManufacturer's Suggested Retail Price (MSRP) [rounded]:-Japanese - if I read the cover correctly it's around 3000 yen (a little over 30 USD)-English standard - 35 USD-English collector's - 70 USD\*What's so special about the collector's edition?\*I'm a HUGE Zelda fan. Should I get it?-If you're all about substance, then honestly, there's nothing special about the collector's edition. I suggest you save your money and get the standard.

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