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.hack//XXXX Volume 1 (v. 1)



Synopsis

Based on the hit PS2 games, this new manga series shows The World from protagonist Kite's point of view as he searches for a cure for the comatose Orca.

Book Information

Series: .Hack//Xxxx

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Customer Reviews

This is why you should never have high expectation of game to manga/visual novel adaptation. The book wrap up the events in the game in 2 volumes. Definitely not enough if the author expected to do a faithful adaptation of the events in the game. And guess what, the writer didn't. They skip a lot in XXXX. In a way, the people almost act out of character compare to their original counterparts. If you are expecting to see your favorite character in the book you are going to be very disappointed. The only characters with 'decent' screen time are Black Rose, Balmung, and maybe Mistral. Even important key characters in the game like Elk and Mia don't have too big a role to play. .hack//XXXX might as well be called the grand adventure of Kite, Cubia, and their friends. They really downplay the grim mood in the game, and completely ignored the characters' maturation and hardening resolve as the game world progress and degenerates. What made the game fun and enjoyable was watching the events between Kite and his friends: how they struggle to solve the mystery of the World, see how Kite struggles to understand and do what was considered the right thing, how even enemies of today can become the allies of tomorrow. Where was that in the manga? What the hell is Cubia doing in there and acting all buddy buddy with Kite? What is with this almost lovey dovey atmosphere between Kite and Cubia? I don't understand this at all. I should've just stuck with the

novel version. This is an ok read if you've never play the game or if you are willing to consider .hack//XXXX to be a What If situation where Cubia 'teams' up with Kite. If you are looking for something better, stick with the novel version instead.

This incarnation of .hack is a two part series covering the events in the original four games, with the first issue covering the first two games and part of the third. The story is heavily modified from the original and for those who played the games it will be apparent right away what main protagonist was changed. Since this is a manga though; the changes can exist without messing up the main series. What's really cool though is that the main stuff is true to the core of the game. Like when Kite and Blackrose meet Balmung for the first time in Hidden Forbidden Holyground. The pacing just gets thrown around from what happens in the games to meet the standards of the manga, while provided a reason (Twist in the story) to read the series if you already know the story. The art style captures the game perfectly. The characters, enemies, environments and the weapons all look like they came straight out of the original .hack games. Even the new stuff they add has that .hack-ish look to it and fits right in. While the look stays the same, it's really cool to see the .hack characters have manga expressions, especially Mistral. The fighting scenes are represented well and even show the skill names to what they are using, like when the characters yelled it out in the games. Volume 1 has a bunch of little bonuses added in. At the start of the manga we get a full color character biography, with the first two pages being full colored as well. Towards the end of the manga has some addition character information from the games, that isn't in the manga. Finally, they included a sample of the first issue of Fate/Stay Night. Verdict: X-fourth volume 1 is a great issue to read.

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