

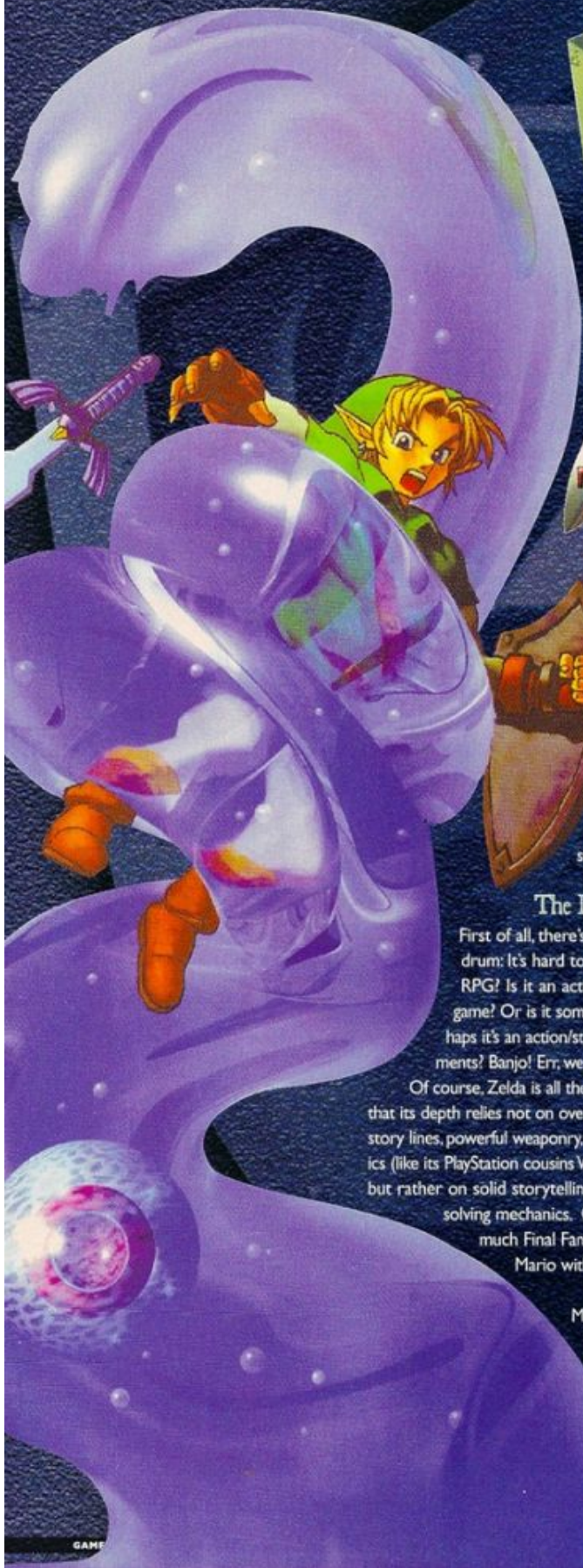
# Long Live the Link

Article scanné dans le magazine GamePro n°124 (Janvier 1999)

Sujet de l'article : The Legend Of Zelda: Ocarina Of Time

Scans réalisés par les membres du site Nintendo64EVER, usage exclusivement destiné aux autres membres du site. Toute reproduction, partielle ou complète, ainsi que la diffusion de ce fichier est interdite. Les magazines originaux sont la propriété intellectuelle exclusive de leurs éditeurs respectifs, les scans regroupés dans ce fichier ont un but uniquement documentatif et informatif, aucune exploitation commerciale ne peut en être faite.

THE LEGEND OF  
**ZELDA**  
OCARINA OF TIME



**T**HERE'S BEEN more hype surrounding The Legend of Zelda: Ocarina of Time than Christmas itself. It's certainly become the Starr Report of N64 owners—everyone's looking forward to it, and it holds plenty of surprises. Now that Zelda's here and reviewable, let's look at it from a purist's standpoint.

**The Ink on Link**

First of all, there's the classic Zelda conundrum: It's hard to classify this game. Is it an RPG? Is it an action game? Is it a strategy game? Or is it something more complex? Perhaps it's an action/strategy hybrid with RPG elements? Banjo! Err, we mean...bingo!

Of course, Zelda is all these and much more, proving that its depth relies not on overly dramatic, highly intense story lines, powerful weaponry, spells, and dazzling cinematics (like its PlayStation cousins Wild Arms or Final Fantasy), but rather on solid storytelling and challenging puzzle-solving mechanics. Ocarina of Time is not so much Final Fantasy for kids as it is Super Mario with a sword.

Comparisons to Mario and Mario's predecessor, Banjo-Kazooie, are appropriate. Mario featured great puzzles, limited action, and simple but large graphics. Banjo featured head-scratching puzzle-solving,

intense action, and detailed graphics. Zelda's easy-to-solve puzzles, great graphics, and intense "exploration" (meaning "exploration and action") component put it somewhere in the middle. But Zelda never gets as intricate as Banjo or as mind-numbingly long as Super Mario 64. This game's perfect for newbies and nostalgic knights of Zelda who are playing to satisfy a ten-year-old need to know how it's hanging in Hyrule.

This also categorizes the kind of people who will like Zelda and those who won't. Those on the "won't" side include gamers who become easily bored with dungeon-dwelling as well as their extreme opposites: Those who think that dungeon-dwelling should be so realistic that you can smell the dirt. Everyone in between will love this game—and that's a lot of gamers.

**The Link to Link**

The Zelda hardcore will be jazzed to know that this game is a prequel to the series. Link starts out as a child, hacking and slashing his way to the Hyrule Royal Family in some minor skirmishes with simple enemies. The first third of the game (see our walk-through, "Long Live the Link!" following this review) includes Link as a kid, his trip through his birth-forest, and the odd assortment of characters and places he encounters along the way. There are three main dungeons to contend with, each





Published by  
Nintendo  
\$59.99  
Available now

Action/RPG  
1 player  
ESRB rating: Everyone

Rumble Pak compatible, save game to the cart

| Graphics | Sound | Control | Fun Factor |
|----------|-------|---------|------------|
|          |       |         |            |
| 5.0      | 5.0   | 4.5     | 5.0        |

## BASIC TRAINING



Always look for vines, rocks, or other objects you can climb. Check out any suspicious-looking wall.



Jumping is automatic. Don't push buttons when jumping or you may end up going into a roll.



Targeting is useful, showing where enemies are lurking and setting you up for the Power Slash (press the analog joystick toward the enemy and press Button A).

progressively harder and more complex. In this first trimester of his life, Link gradually learns skills and powers that he'll use later on.

Link's awakening happens when he transforms into a young teen. At this point (with the help of some time-traveling sub-stories) Link gains different abilities, like carrying stronger weapons and shields, fighting much tougher enemies, and exploring deeper, darker, danker dungeons. By the time Link grows into manhood for the last third of the game, we're talking serious bosses, ass-licking enemies, and dungeons so complex they make the labyrinths of Hell look like high school (which it probably was for a lot of us).



Bombs can do lots of damage and have a great way of destroying odd-looking walls. When in doubt, bomb it!

## Link's Reawakening

So, like Link, *The Legend of Zelda* grows up on the N64, but you can certainly still see aspects of the *Zelda* lineage. Fans of the series will be comforted on their journey by lots of familiar items and enemies, like the trusty boomerang, the sword, and the shield, as well as the Dodongos, the Octoroks, and other Ganon-commanded badies. Even evil Ganon himself (called Ganondorf in this prequel) gets a makeover, trading in the pigstut for armor and a haircut. And while most of the action involves wielding sword and shield and solving lots of little puzzles with skills like torch-lighting and bomb-placing, you'll also seek out warps, shortcuts, magic, and *Zelda*-style adventure.

The *Legend of Zelda* is bigger, better looking, and more challenging than ever. Ocarina keeps the legend alive.

### GRAPHICS 5.0

Some effects are spectacular, and the character graphics are above average. Visually, *Legend of Zelda* shines even though there's little else in this game that hasn't appeared somewhere on some N64 game before.

### SOUND 5.0

Nintendo has finally dispelled the myth that the N64 is incapable of producing high-quality sound. Good thematic music throughout and audio surprises during gameplay make *Zelda* superior sonic fare. Best of all, the game features all the great original *Zelda* sound effects.

### CONTROL 4.5

Putting so many different weapons on only three buttons means lots of switching between the menus, and targeting flying enemies is harder than Ganon's heart. But novices will learn quickly, and old-school Linksters will adapt to the controls easily.

### FUN FACTOR 5.0

This is *Zelda* supreme. It's fun. One hitch, however, is that the skill level gets progressively harder—so hard that casual gamers might give up rather quickly. Another glitch is game depth, which doesn't match other stellar N64 titles like *Banjo-Kazooie*.

# LONG LIVE THE LINK!

Link returns in the long-awaited continuance of the *Zelda* series! How does our boy fare on the mighty N64? We not only answer that burning question, but also walk you through one-third of the game!

## KOKIRI FOREST



First you'll need a sword. Go up the hill, crawl into the entrance past the Know It All Brothers house, and look for the small entrance against the mountainside. Crawl in and search around, and you'll find a chest with the legendary Kokiri Sword inside.



Need a quick and easy heart piece? Go up the ledge near Mido's house and turn right. You should be able to see the piece. Leap from the ledge to obtain it.



Before leaving to see the Great Deku Tree, walk into the shop and buy a shield. You can defend with the shield by pressing R.

## THE GREAT DEKU TREE



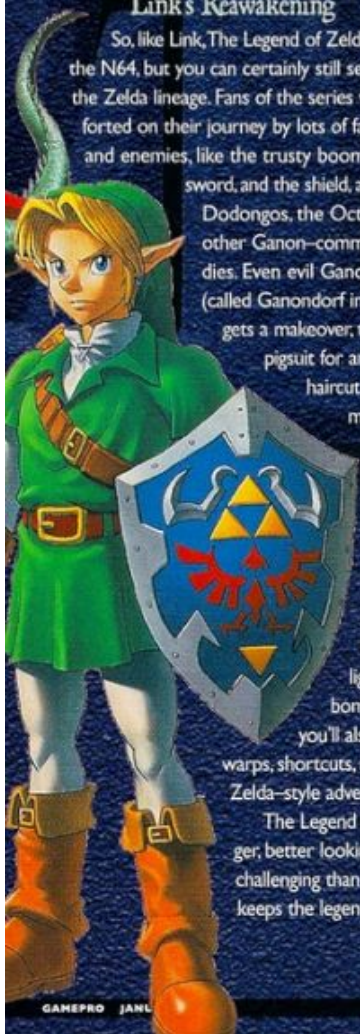
Climb the vines and proceed to the first door. A Deku Scrub is lurking inside. Use your shield to bounce the projectiles back to the scrub and knock it out. Talk to it and it will give you a clue.



In the room with the slingshot, you must turn toward the door and target the small ladder above the entrance. Use the slingshot to lower the ladder.



Go back to the main spiral walkway and climb up the next set of vines. Go through the first door you encounter and leap across the rocks until you reach the chest. You'll find the compass which lets you see hidden rooms and treasure on the map. Now go to the left.





You can only kill the spider guarding the way to the next door by shooting its underbelly. After destroying it, go to the chest. See that spider on the wall? It's a rare Gold Skulltula. Grab the token it leaves behind (you'll need it later). There are five Gold Skulltulas in every dungeon.



Go into the room and talk to the Deku Scrub (after beating it with its own projectile). He gives you a code (2-3-1). This is the order you'll have to knock off his brothers later on. When you're done talking to him, hit the switch above the door with your slingshot and exit.



In order to get out of the room, take one of the Deku sticks and light the unlit torch in the room. It triggers the door. Remember this trick: You'll be using it more and more later on.



When you enter the large room with the design on the floor, avoid walking over the shadows or you'll unleash the Gohma Larva. Instead, use a Deku to burn the web to the small portal on the right side of the room.



Now go to the highest point on the spiral walkway and kill one of the large spiders guarding the web. Walk off the edge of the walkway and land on the web in the middle of the floor. You'll tear through and land in an underground cavern. Kill the two Gold Skulltulas down here, then light a Deku and carefully walk the torch across the water and burn the webs guarding the door.



You're back in the first room you dropped into. Push the large gray block into the water, then run and light the Deku from the torch. Go back to the webs in the middle of the floor and swing the Deku at them. They'll burn and drop you through.



You end up in the room with the three Deku Scrubs. Remember the order? Knock off the middle one, then the one on the right, then the one on the left.



### Boss: Queen Gohma



To kill the queen, target her eye with the slingshot, then slash her with the sword when she falls. Don't get too close or she'll claw you. When she climbs the walls, keep her targeted, and slingshot her eye when it turns red. She'll fall to the ground and you can shoot her again. Make sure to grab the Heart Container after you've killed the boss.



After a short interlude (and a long cinematic sequence), you'll receive the first stone, the Kokiri Emerald.

### HYRULE CASTLE



Now go to Hyrule Castle (at the other end of Kokiri Forest, opposite the Great Deku Tree), and Saria gives you an Ocarina to play. Head to

Hyrule Castle, which is straight ahead of you when you leave the forest.



If you don't get to the castle before sundown, you'll have to wait until sunup because they close the drawbridge at night. When the bridge is down, run up the left or right chain, then jump toward the entrance to get a red Rupee.



Once in town there are different games to play, like Bombchu Bowling or Shooting Gallery. Like in the Zeldas of old, these side games can get you some interesting items; unfortunately, though, you can't play them until you've talked to the gate guard in Kakariko Village.



There's a small girl named Malon in the middle of the square. Talk to her, then head toward the castle (between the Archery Shop and the Happy Mask Shop).



Climb the vines before the castle gates. Walk toward the guard on top of the gate, and he'll throw you out. Go back to the vine and Malon gives you a gift. Now climb the vines again, this time jumping off the gate to the other side. Walk toward the castle (looking for outcroppings on the walls to climb), but stay far from the guards, who are now on alert.



When entering the castle grounds, walk toward the moat, jump in, then climb out just before the grate. Go to the sleeping man near the moat edge and wait until morning. The hatched egg will produce a chicken that will rouse the man from his sleep. Talk to him after he awakens and he'll run off.





Push the two blocks into the moat. When you hear the chime, climb on top and leap over to the small opening in the wall. Crawl through and avoid the guards as you make your way toward Zelda.



If you're caught in the guards' courtyard at night, they'll immediately throw you out. If you grab the red Rupee near the guard, it will spring a trap, so move stealthily when around the guards.



When you get to Zelda's courtyard, look in the far window. You'll see some images from Super Mario 64. Talk to Zelda, and she'll give you a letter that will gain you some much-needed access.



Talk to Impa next, and she'll teach you Zelda's Lullaby. This is the first in a series of songs you'll learn that will change time, call on fairies for help, and open doors. Use the Lullaby wherever you see a Triforce emblem. Now let's head to Lon Lon Ranch for some helpful items.



Lon Lon Ranch (in the center of Hyrule Field) is a side quest with two helpful items: the Milk Bottle and a horse song. To get the Milk Bottle, find Falon (the sleeping man near the moat) in the hen house and grab the three hens in the amount of time indicated. The Milk Bottle will restore your health twice, but more importantly, it gives you an empty vessel to buy other things like potions and fish. (To learn Epona's Song, see the sidebar "Two Songs Make a Right.") Now it's off to Kakariko Village.

## KAKARIKO VILLAGE



Kakariko is the home of the House of Skulltula (the building to the right of the entrance). Here you can trade 10 Skulltula tokens for a larger bag to hold money (200 Rupees). You'll need that bag soon, so collect as many tokens as you can.



Talk to the guard near the entrance to Death Mountain. Show him Zelda's letter, and he'll ask you to grab a mask for him in Hyrule's Happy Mask Shop. This also opens up the other games inside Hyrule. Although not necessary for the game's completion, they're fun side quests.

## DEATH MOUNTAIN



Head up Death Mountain. You'll find the entrance blocked. Keep going up the mountain until you find the entrance to Goron City. Go to the very bottom of the city and play Zelda's Lullaby to open the closed door down there.



Walk into the room and talk to the Goron King, Darunia. Play Saria's Song and the happy little king will dance around, then reward you with the Bomb Bracelet, which lets you pick Bomb Flowers. He also sends you on a quest to destroy the monster in Dodongo's Cavern.



Leave Goron City and make your way along the right wall. You'll come across a Bomb Flower and a railing. Throw the Bomb Flower over the railing to open the entrance to Dodongo's Cavern.



Enter the cavern and bomb the first door. In the next room, jump across the pit to the laser, then move to the left and bomb the second door. Grab the map and jump back across the pit to the doors on the other side. Now bomb the far door and enter the hall with the Baby

Dodongos (after you kill them, they explode, so be careful).



At the far end of the hall, place one of the stone statues on the switch. Climb up and go through the door. Kill the two bats in the hall and go through the far door. Now you'll face off against the Lizalfos. Use your shield for defense, then wait for their attack. As soon as they're finished, attack them.



Go through the steel door that is now unlocked and

into the hallway where you'll come across more Dodongos. These bomb-swallowing creatures are protecting some unlit torches. Fire up the torches and go through the door at the far end.



Step on the switch in the hall to unlock the door in the main room. Jump back to the laser-beam creature in the middle of the room, then across to the unlocked door in front of you.

Bomb the door on the left and grab the compass in the chest behind the statues (bomb one statue and he'll move). Now bomb the statue until it's destroyed to re-open the door.

## MAGICAL MYSTERY TOURS

### Spin Attack



In order to use magic, you have to learn magic—and it ain't easy. After defeating King Dodongo and getting the Goron Ruby, travel up the mountain veering left at Goron City. Blow up a few boulders and travel to the peak of the mountain. Next, play Zelda's Lullaby on the Triforce emblem and a fairy will reward you.

### Din's Fire



Climb the vine near Hyrule Castle and jump

across the gate. The road ahead splits: to the left is the castle, to the right is a boulder. Bomb the boulder, enter, and play Zelda's Lullaby in order to receive Din's Fire, a magic attack that engulfs Link in a fireball.

### Farore's Wind



Go to the right just before you see Jabu-Jabu and take the path (swimming through the water), then go to the island with the single tree. Bomb the wall and enter the Fairy Fountain. Play the music and receive a warp magic that creates a safe spot.



Go through the door and place a bomb directly between the two rows under the stairs. When the bomb goes off, a stairway will appear. Follow it.



Climb the staircase to the top and you'll come across a Gold Skulltula. Kill it and proceed to the door opposite the web. Push the statue near the ladder (make sure to kill the bats) and hit the switch to open the door. Go down the hall and cross the bridge.



In the next room, avoid the floor razors and make your way to the stone block. Pull the block out from the wall, climb up, and pick the bomb from the flower. Time the bomb so it ticks down while you're holding it, then throw it at the last minute to blow up the wall opposite you. Enter the hallway and hit the switch above the flames to put them out (it's timed, so hurry up).



Follow the hall and you'll eventually come across some Baby Dodongos. Dispose of them and enter the next room. More Lizalfos! Remember their pattern? Destroy them and leave through the door to the left. Now you have a room with two flames to extinguish. Aim for the switch on the wall above and make your way across to the next platform. Turn left and hit the other switch. Now get out!



In the next room, jump across to the hall, but veer right to collect the bomb bag. Now you can hold 20 bombs at a time. Leave through the hall and step on the switch. You are now above the giant skull. Next, take the rope bridge and drop a bomb into each eye of the skull.



Jump down onto the skull and then to the platform to enter the skull's mouth. Go into the next room and kill the bats, then go to the hallway on the right. Kill more

bats, then jump down to the floor and search for some stone blocks. Jump over the first block and go through the door on the opposite wall of the entrance. There's a Gold Skulltula inside. Now climb the stone blocks again and run down the narrow ledge. Destroy the pots and enter the doorway. Push the block off the ledge, then move it to the center of the room to open the door to the boss.

### Boss: King Dodongo



Place a bomb in the middle of the room to open a hole in the floor. Jump in and face King Dodongo. Throw bombs in his mouth when he roars, then slash him when he's stunned. When he rolls toward you, stay on the inside corners to avoid him. Three rounds should do it.



After another wacky cinematic with Danunia, you receive the Goron Ruby!

### ZORA'S DOMAIN



Before entering Zora's Domain, make sure you have at least 10 Gold Skulltulas or you won't be able to progress. When you get 10, go to Kakariko Village and enter the Skull-

tula house. Talk to the freed prisoner and he'll give you an adult wallet.



To get to Zora's Domain, follow the river near Kakariko Village. Zora's Domain is between Kakariko and Kekiro Forest. Jump across the river at the end and follow the river upstream. Now jump across the spot where there are brown patches of dirt on the ground. Follow the path until you come to the spot with the Triforce symbol on the ground. You know what to do. Jump into the entrance that appears.



The first order of business in Zora's Domain is to find the Scale. It enables you to dive deeper than before. Find the King, then travel to the left and follow the path up to the Zoron, who asks you to play a game of Diving for Rupees. If you successfully get the Rupees in the time allotted, he gives you the Scale. Hint: Put your shadow over the Rupee and dive.



Jump back into the pool and find the underwater entrance. Go into it, and you'll come out in beautiful Lake Hylia. Swim forward to the first pillar on the right, then dive underwater to find a bottle with a message in it. Take this bottle back to the king. After he goes through



his speech, take the bottle back to the shop near the entrance and buy the fish.



Go through the Royal Doorway the king opened up, and when you come across Jabu-Jabu, feed him the fish. To the right of Jabu-Jabu is a path that leads to another magic. (See the sidebar "Magical Mystery Tours.")

### INSIDE JABU-JABU'S BELLY



Once inside Jabu-Jabu, watch for Shaboms (bubble-like creatures), Octoroks (from the old Zeldas), and Biris (electric jellyfish that sting when you get near). Also look up for switches, like Jabu-Jabu's tonsils, which open doors when hit.



Follow the path and you'll soon come across Princess Ruto. She's a stubborn, defiant, pushy little fish, so pay close attention to her. You'll have to carry her on your back for most of the level. There are also two gold





spiders in this room. Follow her into the hole she drops into. Talk to her again, then pick her up.



Weave your way through the level until you get to the room with the switch in the center of the water. Throw Ruto up on the opposite ledge, then get the spider to the right. Hit the switch, grab Ruto, and head out the door.



Go down the hall, strike a tonzil, go through the door, and knock off the Octorok. Wait for a platform, then ride up. Go to the right, through the next two doors, and veer to the right. You'll come across a floor switch. Step on the switch and proceed.



The next room contains the swooping manta-like Stingers. Target them, slingshot 'em, then wait until they stabilize and shoot them again. When they're all dead, a chest

will appear with the precious Boomerang! You can use the Boomerang to grab far-off items and to activate switches as well as for combat. Grab Ruto and head out. Go to the direct opposite end of the hall and place Ruto on the switch.



Go through the door alone and fight the Parasitic Tentacle. The easiest way to destroy it is to target the middle, use the Boomerang, then back off. As you approach, it swings toward you, so carefully edge toward it while it's targeted. You receive the Map for destroying the Parasitic Tentacle. The tail is now gone from the other door. Go through the door, destroy the Shaboms in the allotted time, and get the Compass. Go back out the door. Don't worry about where Ruto is yet.



Wander around some more and face off against another Parasitic Tentacle. Then return to the door that was recently guarded by the Tentacle and enter. Kill all the Biris and the Tentacles in this room, then head straight out the door and run in a straight line down the hall going through all the doors. You'll see Ruto again. Kill all the Biris, pick up Ruto, and go into the hole to the right of the entrance (not the one directly in front of the room's entrance).



Walk down the hall after you drop and enter the chamber with Ruto's stone in it. Throw Ruto on the ledge, and get ready to face Bigocto.



Throw the Boomerang, stun Bigocto, then hit him in the ass when he turns around. If he runs toward you, throw the Boomerang again, and he'll eventually turn around. When this is finished, don't go through the door, but rather jump onto the platform and ride it to the top.



Run down the hall and enter the room with the jelly pillars. Boomerang one pillar, and when it solidifies, jump onto it and boomerang the next one, jump on that and out the door.



In the next room, jump across to the ledge and wait for it to lower. Pick up a box near the base and carry it to the switch. Place it on the switch and go through the door. Kill the jellyfish, climb the ledge in the middle of the room, and target the switch behind the glass (go right up to the glass and start to edge left while targeting). There's also a gold spider in here. Go out the door.

## TWO SONGS MAKE A RIGHT

### Epona's Song



After getting the bottle at Lon Lon Ranch, go to the corral and talk to Malon. She'll teach you Epona's Song, which will help when you're older, maybe even summoning a filly to ride across the land.

### Saria's Song



Go back to the Lost Woods in Kokiri Forest (take the ledge behind Mido's house). Find your way to the Sacred Meadow (follow the music), and Saria will teach you a song that summons her in times of need.

### The Sun's Song



To change night into day, go into the graveyard in Kakariko Village. Go to the very far end of the graveyard (opposite the entrance). You'll see a Triforce symbol; play Zelda's Lullaby and an entrance will open. Jump in, weave your way to the back of the underground tomb, and kill all the bats to open the next door. When in the room with the acid pits, hug the left wall until you make it to the next door (if the enemies in here look at you, you'll freeze). Now go up to the headstone and learn the song. The song will also freeze the ReDead creatures that gaze at you.

### Boss: Bio-Electric Anemone Barinade



Destroy Barinade's tentacles first (target, then Boomerang), then go after the Biris. Between rounds, try to hit Barinade's body to stun it, then hit it with the sword. As Barinade sinks into the ground, don't go after the body or you'll get electrocuted. When he rises into the air, repeat the boomerang stun/sword slash combo. There are some pots around the edge of the room to help you out with hearts. When done, pick up your Heart Container and go toward the light.



After a brief interlude, Ruto gives you Zora's Sapphire! You now have all three stones! Return to the castle to tell Zelda.



After seeing Zelda taken from the castle, retrieve the Ocarina from the moat. Zelda will teach you a new tune (through telepathy). Go to the Temple (through the alley on the upper-right side of the market) and play the tune. The Temple of Time doors will open. Go through, grab the sword, and claim your destiny!

