

Hyrule Tattler

Article scanné dans le magazine Electronic Gaming Monthly n°113 (Décembre 1998)

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.

LOSE 50 LBS. A WEEK BY WANDERING AIMLESSLY

-Experts Say

**BONUS SECTION
REVEALS LINK'S
SORDID PAST**



**LINK NAMED
TO WORST-
DRESSED LIST!**

"GREEN IS SOOOO '87"

HYRULE

3 RUPEES/WEEKLY

TATTTLER

**40 DEAD
IN CHICKEN
RAMPAGE!!**



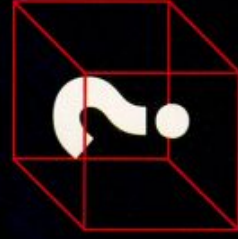
48 HOURS IN HYRULE

**FATE OF HYRULE RESTS
ON SHOULDERS OF
10-YEAR-OLD LAD!!**

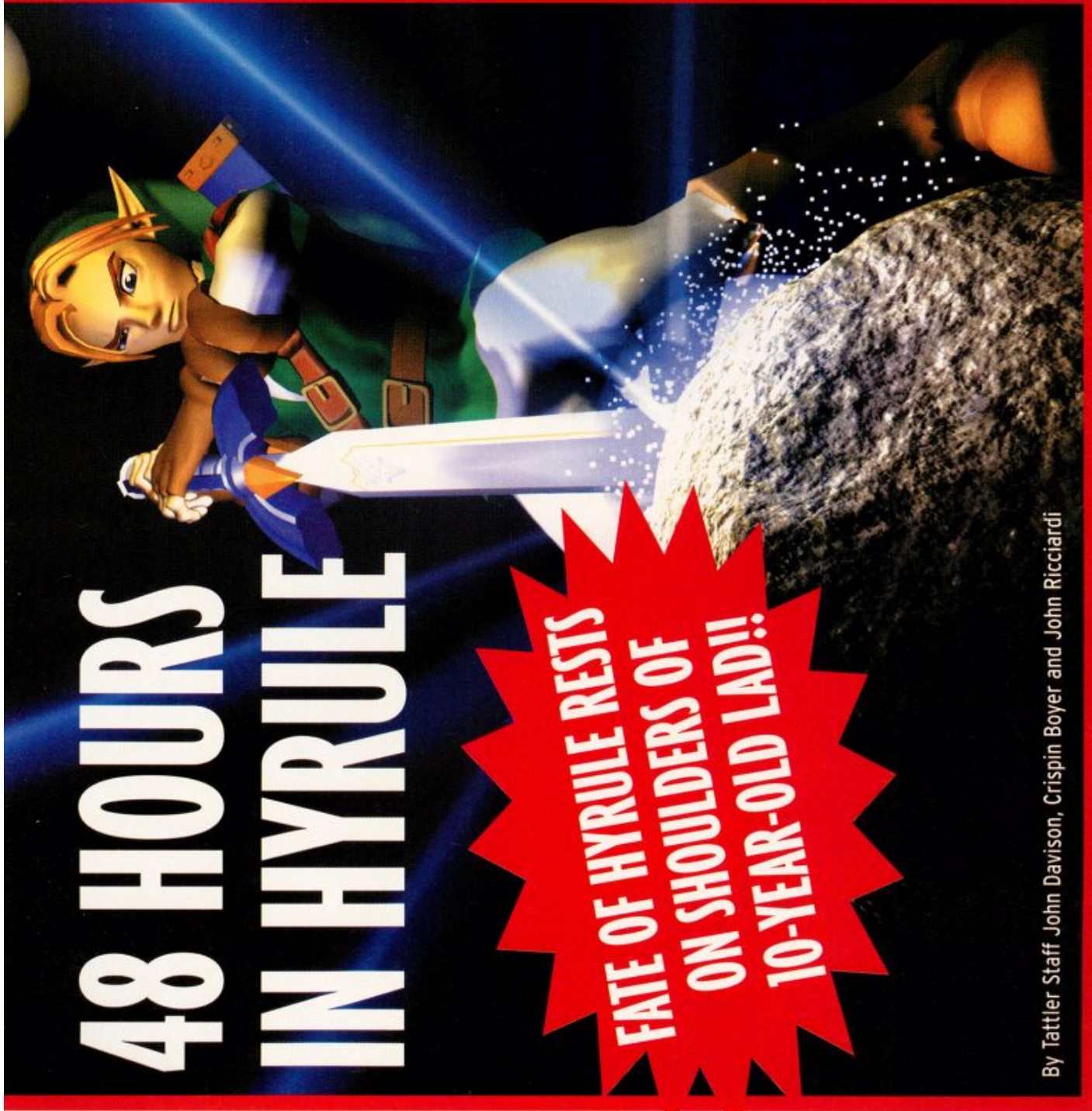


**AUTHORITIES
SICKENED**

**HYRULE
RESIDENTS
MARVEL AT
LIVING IN
THREE
DIMENSIONS**



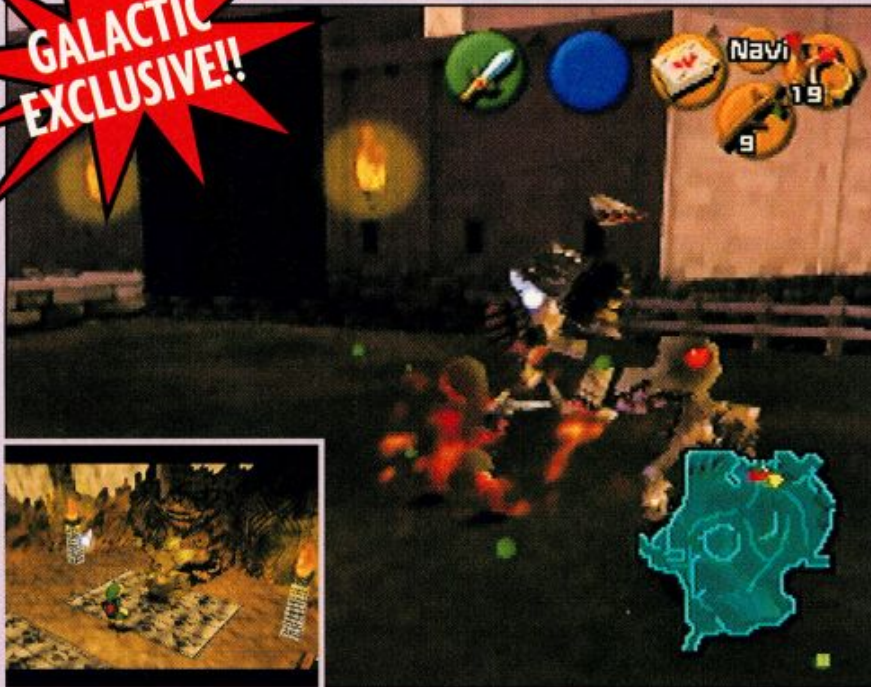
SCIENTISTS BAFFLED!



By Tattler Staff John Davison, Crispin Boyer and John Ricciardi

48 HOURS IN HYRULE

**GALACTIC
EXCLUSIVE!!**



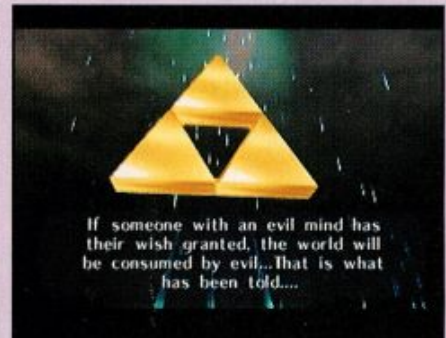
Here's the cool thing about spending two days in Hyrule: You actually, truly, honestly, really do live there for two entire day/night cycles of genuine Hyrule time.

We mean it. The *Hyrule Tattler* should know. Two of its crack reporters, John Davison and Crispin Boyer—along with Videogames.com's James Mielke—spent 48 hours in Link's homeland, questing, fighting, chatting with folks, fishing, horseback riding, watching dozens of sunrises and sunsets (time flies much faster there) and just plain getting sucked into the most immersive

game world ever conceived.

We returned from our journeys with tales of impossible sights. We watched young Link get introduced to Navi, his first fairy. We watched old Link emerge from the Time Temple, his massive Master Sword in hand. We watched the aptly named Death Mountain change from a serenely ominous mountain to a nightmarish crag poking through the thunderclouds above a terrorized future Hyrule. We saw titanic Boss creatures that shoot fire, water and electricity. We learned the history of Hyrule, the tale of the three goddesses who built the world and left the Triforce as its guardian of balance and harmony. And, as always, it is this powerful artifact that links Princess Zelda and evil Ganondorf in an epic adventure to determine the fate of Hyrule.

Our meanderings through this world so impressed us, in fact, that we decided to devote this entire issue of the *Hyrule Tattler* to the life and times of one promising young citizen named Link, a 10-year-old resident of Kokiri Village. In the meantime, we can't help marveling at how much Link's current adventure resembles his alleged past, sprite-based exploits. He'll encounter Lost Woods and helpful owls; fairy fountains and familiar sound effects; rupees, maps and compasses; tektites, octoroks and armies of old-school monsters; boomerangs, bows and arrows and hookshots. Even the puzzles ring familiar. Link will push blocks, light torches, blast open secret rooms, hookshot his



way across chasms—the works. And all the familiar footwork is only appropriate, seeing as how Link's new adventure is more of a remake than a continuation of any previous adventure.

But don't ye worry, faithful readers. Link's world packs plenty of new surprises, too. Aside from the obvious fact that all of Hyrule's residents now possess a certain 3D depth to their features, Link will find that some puzzles have taken on a Banjo-Kazooie-esque flair. Oh, and if any of you Hyrule residents bother to look out your window, you'll notice we have a working sun and moon now that track across the sky during our 20-minute days and nights. Look long enough and you might just see an older Link galloping across Hyrule Plain on a new friend.

But that's just a taste of what awaits. Dig further into the *Hyrule Tattler* for a look at everything from Link's new control scheme to a fashion review of the kingdom's fanciest dressed lads. Mount up—it's gonna be a breathtaking ride.



**SEE A MOUNTAIN
TURN INTO A
NIGHTMARISH
CRAG!**

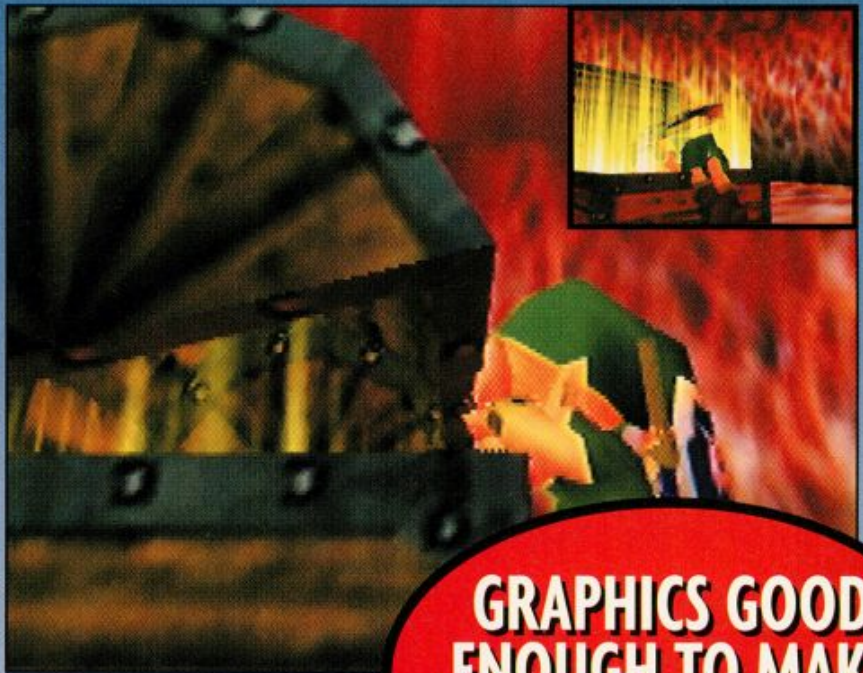
EGM
222

YOU HAVE TO SEE IT TO BELIEVE IT!

The land of Hyrule again proves to be a beautiful place, so much so that it has inspired journalist John Davison to wax lyrical of its virtues. He told the *Tattler* recently, "The scenery is such a joy to behold...even the sky is beautiful. The swirling clouds above Death Mountain are a hypnotic sight that is quite unlike anything else," he commented, in somewhat out-of-character floweriness. "The whole land is unique though. As you wander the plains of Hyrule you can see for miles and nothing ever 'pops out of nowhere' to surprise you. The whole place is just so idyllic and for most of the time the weather is wonderful—there's no mist whatsoever. When the weather does worsen though, the effect of the rain and mist on the countryside only further enhances its beauty."

"It's not just what you find above ground though," he continues as *Tattler* reporters were unable to contain his enthusiasm. "Every new location you travel to has a unique character of its own, from the depths of the dungeons and underground caverns, to the streets of each town. The land is so full of such rich textures and beautiful imagery you'll think you've entered another world."

But what of the people and rich creature-culture of Hyrule? "As we spent our time with Link on his travels, we met with all manner of creatures and characters who each had such



GRAPHICS GOOD ENOUGH TO MAKE CHILDREN WEEP!

unique personalities and moved with such grace. From Link's horse, to some of the bizarre creatures found underground, they are all quite exceptional." The *Tattler* is in the enviable situation of being able to provide exclusive pictures from Link's recent adventure that will help illustrate Davison's points. Throughout the pages of this issue you'll see some of the incredible environments, some beautiful effects and illustrations of just how much care Hyrule forefather Shigeru Miyamoto has put into every item in the land.

"We were lucky enough to see some defining moments from a quest of this nature, too," Davison added. "When Link entered the Temple of Time and drew the Master Sword from

the stone, the atmosphere of the whole event was just electrifying. There was a brilliant, blinding light and some incredible effects before Link emerged seven years older, sauntering nonchalantly with that bloody great sword. Wow."

The *Tattler* concurs that this really is something that has to be seen to be believed.



EGM
223

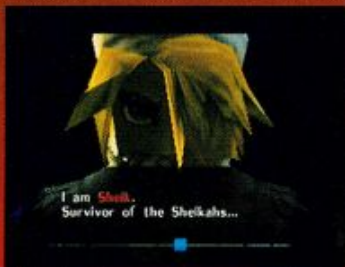
LOSE 50 LBS. IN A WEEK BY

Experts Say...

SURVIVOR OF THE SHEIKAHS PRESENTS MYSTERY

Who is the mysterious character aiding Link in his quest? Experts have been debating the significance of this curiously cowed character claiming to be "the survivor of the Sheikahs," who Link doesn't meet until traveling seven years into the future. "You can't even tell if it's a man or a woman," states Videogames.com expert James "Milkman" Mielke, "but there's a pretty good chance it's actually someone from Link's past." Observers Crispin Boyer and John Davison have two theories to present, but they've opted to keep their fat mouths shut so as to avoid revealing any spoilers.

Whoever this Sheik person is, it's sure to be revealed before Link reaches the end of his quest.



Huge, colossal, enormous, gargantuan, gigantic, immense, and...er, large—all words that can be used to describe the world of Hyrule and the areas to which it leads. Walking from one end of the land to another will burn some serious calories and take a significant length of time. Experts say you could "lose 50 lbs. in a week by wandering aimlessly if you're not careful and don't eat or drink anything

while you're doing it."

But what better way to beat the bulge than by enjoying the rolling plains in the sunshine? Well, young Link discovered that when he traveled to the future, he could take the reins of a horse he met as a youngster in the castle stables and enjoy the relative comfort and time-saving advantages of galloping by horseback.

KOKIRI VILLAGE

Link's home where he discovers how his life is different from others around him and where he learns that "without a fairy you're not even a real man"—a lesson for life if ever there was one. After hooking up with renegade spritelet Navi though, our young hero is ready to meet his destiny to lead Hyrule. Wandering the village he unwittingly stumbles upon neighbors with an insatiable need to teach him things. Within an hour of wandering, Link is an accomplished gymnast, explorer and intellectual.

DEKU TREE

The apparent seat of all knowledge in Kokiri, Link is summoned to speak with the tree where he learns the basics of puzzles and combat. After some time inside the tree Link has pushed blocks, climbed walls, jumped over things, bounced up and down on boingy things, lit torches, set fire to stuff, jumped through holes, thrown switches and broken an awful lot of very breakable objets d'art.

HYRULE CASTLE

After seemingly killing a very old tree thanks to an unfortunate and unforeseen curse, Link travels to the castle where he discovers that all of the characters he encounters seem to suffer from some kind of obsessive-compulsive disorder. Shopkeepers, passers-by and unfortunate weirdos spend an awful lot of time repeatedly scratching and twitching. The castle is an idyllic location though, and is the residence of the young Princess Zelda who sends Link on his quest to locate the three spirit stones of the Triforce.

LOST WOODS

A famous location of the entire Zelda series, but you won't find much here. Lots of trees. Lots of music. Link somehow finds his way through the former by making use of the latter.



GORON CITY

Underground home of the sleepy, happy-faced Gorons who, for some reason, tend trees that bear bomb-fruit. Pluck the fruit, chuck the bomb, listen to and watch the big bang that ensues. It is here that our plucky hero and the gaggle of journalists tagging along with him discover that it is actually possible to waste forever by thinking you've understood the principles of a puzzle when actually you haven't. Somewhat embarrassed taggers-along John Davison, Crispin Boyer and Videogames.com's James Mielke admit, "Imagine the scenario...really big pot spinning around a large chamber with big walkway above it. You'd think, wouldn't you, that maybe you have to jump into the pot? Maybe there are some goodies in there. Seems perfectly logical." After enrolling the efforts of numerous other esteemed gameplaying gurus, though, the hapless team conceded defeat. "We had Dan Hsu, Shawn Smith

WANDERING AIMLESSLY!!!

Here are the places that plucky young Link traveled to in his first couple of days on his quest...



and even Andy Baran from *Expert Gamer* in here," admits a somewhat disheveled-looking John Davison, "and then Crispin discovers that you have to throw a bomb in there."

DODONGO'S CITY

Dodongo's a big fella, and the *Hyrule Tattler* is pleased to tell you that although he's an intimidating bully, young Link is able to make short work of him with the appropriate techniques. Lots of lava around here, and a good example of how important Link's compulsive jumping disorder can actually be.



world and everything has gone very dark and scary outside.

And that's all the *Tattler* is prepared to divulge as yet. This only takes young Link less than a quarter of the way through his quest—so we don't want to spoil anything further for you!

JABU-JABU

The specifics of the scandal concerning Link's adventures inside giant fish-beast Jabu-Jabu can be read elsewhere in this issue of the *Tattler*. Needless to say, he's a lot bigger than he looks...and if you can imagine what being inside a fish is like, you've got an over-active imagination.

TEMPLE OF TIME

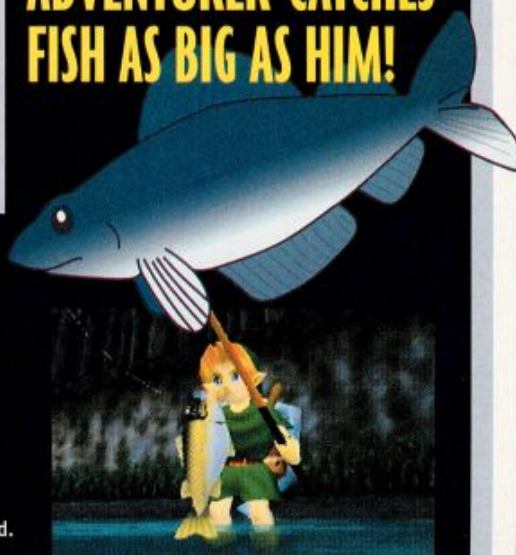
Link surprises us all by walking in, traveling seven years in the future and then yanking the Master Sword out of a dirty great big lump of rock. Having met the mysterious Sheik he discovers that Ganondorf has taken over the

"Fishing is my way of life," says Link. When not roaming the lands, saving the world from Ganondorf's wicked plans, Link likes nothing better than kicking back at his favorite fishing hole with his pole, line and lure to help him relax. By some quirk of fate, his recent quest has led him to take advantage of his skills as it was necessary for him to catch the biggest fish in the lake to gain an item vital to his progress.

"It was incredible," says a close friend. "Link has always been an enthusiastic fisherman as a man and a boy, and discovering that a fully spec'd fishing challenge was part of his quest really made his day."

The *Tattler* has learned that Link enjoyed the fishing part of his quest

ADVENTURER CATCHES FISH AS BIG AS HIM!



so much, he actually spent far longer than was strictly necessary casting his line and feeling the realistic rumbling feedback that went along with the serene atmosphere.



FASHION POLICE

LET'S JOIN HYRULE'S FASHION FANATICS RICHARD FATLEROY AND BRUCE SUCHARD AS THEY TAKE A PEEK AT SOME OF THE AMAZING OUTFITS WORN AT THE SPECTACULAR GALA DEBUT OF THE LEGEND OF ZELDA: OCARINA OF TIME.

All of the most important people were in attendance, with Hyrule Hunk Link bringing a novel twist to the proceedings by coming as himself twice! First he walked in as a 10-year-old cheeky young thing, before stepping outside and returning as a strapping teen-heartthrob, some seven years older! How does he do it?



YOUNG LINK

Richard: That's a fine haircut for a young man.

Bruce: Oooh. He's so sweet. Couldn't you just eat him all up?

Richard: Um. No. That shield doesn't look like it's going to take a lot of punishment though does it, Bruce? You could bounce a few pebbles back at people, but he's not going to repel a ravenous beast's advances with a slab of hardboard like that.

Bruce: And that little sword...so teeny-tiny. Do you think he has any other little toys?

Richard: I'm sure he's left his catapult and his boomerang at home Bruce.

OLD LINK

Bruce: He really is an absolute dreamboat isn't he, Dickie? Those great knee-length boots really set off the whole ensemble don't they? Such a shame he didn't bring those butch-looking metal attachments he has for them...you know, the ones that let him walk underwater.

Richard: Yes Bruce. And don't call me Dickie. I really think the white pantyhose might be a mistake for a guy his age, though.

Bruce: You know, luvvie, I don't think it's pantyhose, by the looks of things that's a gorgeous all-in-one number he's got on under there. He's probably very snug in that, but there may be some personal hygiene issues when he goes on those long walks.

Richard: That's a damn big sword too. You can see why he didn't get to use it as a kid. You could do some damage with a weapon of that size. Such a shame he didn't bring his bow and arrow along too.

Bruce: Ooh, Dickie. Don't you believe it. And all the green, it works, but it's sooo, ooh, 1987 isn't it? Maybe he should have dug out his Zora tunic...you know, that lovely blue one.

Richard: Maybe Bruce. Maybe he just didn't want to spoil things for everyone by wearing some different clothing. I don't think anyone

knew that he had an interchangeable wardrobe until you just blabbed it to everybody.

ZELDA

Bruce: She's a sweet young thing, Dickie. But is she wearing too much jewelry do you think?

Richard: I've told you before about this Dickie thing.

Bruce: But come on. The gold, the whole Triforce thing.

Richard: She's a sweet young thing, but she packs a powerful punch, Bruce. She's got a magical life ahead of her, but you've got to be concerned about a girl with ears that big.

Bruce: You know what they say about the size of a girl's ears, Dickie.

Richard: No. I'm not aware of that one.

Bruce: She likes her pink doesn't she? I wonder what she'll look like when she grows up?

GANONDORF

Bruce: Ooh my, he's a big boy. Do you think he works out?

Richard: He's got a football player's shoulders, that's for sure, Bruce, but do you think he may be trying too hard to assert his masculinity with



all the spikes?

Bruce: They are a bit much aren't they, luvvie-cakes? But he's not an attractive boy is he? He should really consider giving, you know, a bit of a pluck to those eyebrows. What do you think?

Richard: I think you're right Bruce. And only a supremely evil overlord would ever consider the forehead adornment thing. It's a little too '80s glam, don't you think? He may plunge the world into darkness by taking control of the Triforce, but do you think the pastel aztec patterns really go that well with brown leather?

Bruce: Certainly not, my sweet. Now, Dickie-poops, you didn't know the ears thing. But this one's got a mighty big nose—and I'm sure you know what they say about boys with big noses. And feet for that matter, Dickie.

Richard: I do, Bruce. But that doesn't appear to be something Ganon is concerned about.



HYRULE HERO NEARLY PECKED TO PIECES IN VICIOUS CHICKEN ATTACK

Tunic-clad adventurer Link was crying fowl yesterday after a gaggle of ill-tempered chickens allegedly attacked the 10-year-old Kokiri Village resident.

"I was just minding my own business," Link told the *Tattler*, "when suddenly these beastly featherheads began pecking at my parts. I barely managed to duck inside a house before the critters could tear me to bits."

After further prodding, Link admitted that he may have initiated

the encounter when he "accidentally" conked one of the egg-laying gobblers on the head. "Quite frankly, the entire ordeal seems a bit familiar," Link later admitted. "I could've sworn I've been attacked by chickens in another lifetime, on another console—a 16-Bit system, to be precise."

We're not really sure what Link was talking about, but we do hope the boy learned a lesson here. After all, Hyrule's chicken population does factor into several puzzles. It's even rumored that youngsters can actually grip the creatures by the feet and use them to glide to distant platforms...



GIANT FISH EATS PRINCESS, AS LINK IS CAUGHT IN BIZARRE LOVE TRIANGLE



Giant beast Jabu-Jabu is the fishy fiend responsible for the disappearance of Princess Ruto. Adventurer and ubiquitous star of a number of top-selling videogames, Link has exclusively informed the *Hyrule Tattler* of his

amazing discovery. "I jumped inside his mouth, and found myself in an environment that seemed to be far larger than the fish actually looked," Link enthused. "It was also a lot larger than that Clanker thing in Banjo-Kazooie," he added, clearly displaying a tremendous level of Nintendo product knowledge. Videogame journalists John Davison and Crispin Boyer were also along for the ride. "The insides of Jabu-Jabu really are disgusting," claims Boyer. "The walls are pulsating all the time, the floor is always ankle deep in water, and the doors

open like giant sphincters."

Davison continues, "Once inside his guts, Link had to travel through a number of gooey and revolting-looking chambers before eventually finding Ruto. Then, once he'd found her he discovered that she hangs around in there by choice some of the time, but had become stuck. Once Link got to her, she refused to move and made him carry her on her shoulders. After running around like a mad thing, and fighting this loony Boss that shot electricity out of its tentacles, the crazy woman insisted that Link had to marry her."

It transpires that marriage wasn't what Link had on his mind, and we've since learned that he is avoiding the Princess by manipulating the passage of time with an Ocarina given to him by his "other woman," the Princess Zelda.



EGM
229

TATTLER STAFF STYMIED BY 40-FOOT BOTTLE...

...and Other Puzzles that Litter Link's Homeland

It's the giant spinning bottle in Goron City that best represents the new style of puzzles in *Zelda 64*. The *Hyrule Tattler* crew tried leaping into it. That didn't work. We tried cracking it open with young Link's little sword. That didn't work, either. In the end, it took a little bomb-tossing handiwork to crack this particular enigma.


And that was one of the easiest of the Banjo-Kazooie/Mario 64-style puzzles Link must contend with during his adventure. Our own dungeon meanderings uncovered numerous instances where Link will have to jump chasms, scale walls and crawl across narrow ledges to reach higher platforms and items. We also stumbled across minigames aplenty, such as the already mentioned fishing game and a feet-first plunge from a waterfall to gather scattered underwater rupees within a limited amount of time. Then there are the five masks Link can wear to interact with the odd stones he'll find in the countryside, as well as elicit different responses from townspeople.

Of course, many of the puzzles are of the standard *Zelda*-series variety, as well. We watched young Link shoot switches with his sling shot to open doors, push and pull blocks onto switches, light torches to unlock secret areas and bomb funny-colored wall panels to access hidden rooms. Sure, the massive dungeon environments—which still manage to maintain their room-by-room setup—can make things messy sometimes. More than once we saw Link accidentally dowse his flaming stick in an underground river on his way to light one of the torches. But here's the real rub: Even at the game's outset, young Link will be unable to solve certain puzzles until he revisits that location as older Link. Expect to backtrack a lot if you wanna find everything.


Yet as many puzzles as Link encounters, that's nothing compared to the sheer amount of secrets in the game. Whether it's rupees stashed above the Hyrule Castle drawbridge or hearts

scattered among the weeds, secret things are everywhere. Although Link won't get much help finding them early on, he'll later stumble across an item that makes secret stuff stand out. This item works with your Rumble Pak, making the thing vibrate when you approach hidden items. Find this handy tool and every secret in Hyrule is yours for the grabbing.





LINK vs. BRIAN



BATTLE ROYALE!

As if he didn't have enough to worry about, Kokiri Village Resident Link recently found himself going toe to toe with out-of-towner Brian, star of Quest 64. Who came out on top? See the results below...

	Link	Brian
Stars in first N64 RPG		X
Stars in first GOOD N64 RPG	X	
Stars in ongoing series of games	X	
Can run around while fighting	X	X
Would win in a fight	X	
Has stupid haircut		X
Has potential girlfriend	X	
Fights like a man	X	
And the winner is...	Link	

NEW FROM OCTOROK 'N' ROLL RECORDS

LINK: MASTER OF THE OCARINA

He's charmed young and old alike with his exquisite fingerwork and gentle melodies. Now Link—the sometimes young, sometimes old hero of Hyrule—has recorded his most memorable Ocarina tunes on one treasured collection. From Octorok 'n' Roll Records comes *Link: Master of the Ocarina*, the must-own album that'll send your heart soaring with its 12 magical hits. You get the classic *Up, Left, Up, Left*, which when keyed in with the Camera Buttons turns night into day. Then there's the *Tune of Time*, an

enchanting number that'll make you feel like a teenager again. And who can forget *Zelda's Lullaby*, the multipurpose tune handy for weddings, barmitzvahs and stopping waterfalls so you can enter the dungeons behind them.

Buy the album, learn its tunes, enter them on your joypad, use their magic to help save the world—or just crank this sucker up at parties. After all, as Videogames.com's James Mielke says, "You can bust this thing out any time you like and just start jammin'. Yeah."

ONLY
\$19.99 RUPEES



AVAILABLE AT FINE ITEMS STORES EVERYWHERE FOR 19.99 RUPEES. QUANTITIES IN FUTURE HYRULE AND THE DEATH MOUNTAIN AREA LIMITED. OCTOROK 'N' ROLL RECORDS NOT RESPONSIBLE FOR THE CONSEQUENCES OF INCORRECTLY PLAYED OCARINA TUNES.

FAIRY FOUNTAIN BOTTLED WATER



Poured straight from the cool, spring-fed fountains of Hyrule's fairy population, Fairy Fountain Bottled Water is a life-giving liquid guaranteed to recharge your Heart Meter after a rough day of adventuring. Come visit our fountains—if you can find them—anytime you need a quick pick-me-up. And be sure to bring along a bottle, fill 'er up, and take our all-healing concoction on the road. It just may save your life.

GUARANTEED 99.99 PERCENT PURE

RUMOR OF ZELDA 64'S BREVITY APPEAR GREATLY EXAGGERATED

A 10-HOUR GAME? SIXTY HOURS IS MORE LIKE IT

Hyrule forefather Shigeru Miyamoto spawned his own bad press months ago, when he offhandedly remarked that Nintendo testers could topple Ganondorf in under a dozen hours. Internet junkies jumped on the story, and soon rumor was buzzing around the kingdom that *Zelda 64* would be a disappointingly short game.

Fear not. Although it's doubtful the game packs the 75-hour quest claimed by Nintendo PR, we expect *Zelda 64* to last at least 50 hours, longer even than *Final Fantasy VII*. After all, *Hyrule Tattler* reporters John Davison and Crispin Boyer spent two entire days with the game—and didn't even see a third of it. That was with us rushing through the quest, with full cheats turned on, so we never worried about dying. But perhaps one nervous comment from *Expert Gamer* strategist Andy Baran best sums up *Zelda 64*'s epic gameplay experience. "How am I going to do a strategy guide on this?" Baron asked. "This is seven times larger than Banjo. What if I miss something in a cave somewhere or miss one of the bombable walls?"

Part of what makes playing the game such a massive undertaking is the sheer number of miniquests Link must complete over the course of his adventure. At any given time, he'll have to track down three Spirit Stones, collect skull tokens from dead spiders, recover six masks, find the Great Fairy fountains to learn new magic attacks, rescue the fish king's daughter, unravel the mystery behind Sheik—not to mention recover the Triforce and save Hyrule from Ganondorf. And we haven't even touched upon all the little tasks villagers goad Link into doing (or the fishing lake that's nearly a complete game in itself).

Then there's the size of Hyrule itself. As anyone who's hiked from Death Mountain to Jabu-Jabu knows, our kingdom isn't exactly a tiny piece of real estate. Cripes, you can spend weeks in the Lost Woods if you don't know where you're going. And that's not including the miles of dungeons and caves that snake below Hyrule's fields, forests and deserts. Let's not forget that Link has to cross much of this terrain not once but twice—once as a child, then again seven years later. Our guy in green will have put a lot of miles on his boots by the time he reaches the final battle.

Of course, one of the big questions now among long-time Link fanatics is whether *Zelda 64* will pack a second, length-doubling quest along the same lines of the original NES games. Well, all indicators point to no.



JOYPAD MYSTERY:

How Does Link Jump without a Jump Button?

Auto-jump, the lock-on button, context-sensitive commands—yes, Hyrule forefather Shigeru Miyamoto hit the ol' drawing board pretty hard when he redesigned Zelda 64's control system, the most innovative joypad scheme the *Tattler* has ever seen applied to Hyrule citizenry.

For starters, many of Link's commands vary depending on the situation. Approach a narrow tunnel, for instance, and the A button switches from its standard attack function to a specific duck-down-and-enter-tunnel command. Or say

Gone, however, is Link's ability to shoot swords when his heart containers are maxed out (although he may learn that attack late in the game, as he did in the Game Boy *Zelda*).

Using the Z-trigger to focus Link's attention also frees the Camera buttons for an especially handy task. You can assign any weapon or item in Link's inventory to either the Left, Right or Down Camera button. Say you're in a spider-infested area where you'll use the slingshot and hookshot frequently. Simply assign the Left and Down Camera buttons to those weapons, then let rip. Assign the Ocarina to the Right Camera button, and you can wield three items at once, while still being able to swing your sword and whip out your shield.

But here's the really surprising thing: Although every button on the joypad is used for something, none of 'em makes Link jump; the little guy takes care of that himself. Step off a ledge and Link makes the appropriate last-minute leap into the air. The slower you approach an edge, the weaker Link's jump, to the point where he'll just hang from a ledge.

Likewise, if Link walks to a steep step or platform he can reach with his hands, he'll clamber up automatically. Not only is this auto-jump/climb feature convenient, it's a frequent lifesaver, since it launches Link over chasms



you may not see until the last minute.

Now, if all this talk of attention buttons and context-sensitive commands has you a bit intimidated, don't worry—the game's very beginning, in Kokiri Village, serves as a training course of sorts. Here, you'll learn every button function and even get rewarded with Rupees when you learn certain new tricks. The *Hyrule Tattler* applauds Kokiri's excellent physical-education program. After all, when the land is being assaulted from all sides by spidery tektites, ghostly ghinis and every other netherworldly bad boy, our kids need to be prepared for anything (even if the chances of one child growing up to save Hyrule are extremely unlikely).



Link stands beside a stone block. The A button converts to the grab command and lets Link tug or push the block—or even climb atop it.

And no doubt you've heard all about the "attention button" by now. Taps of the Z Trigger cycle the focus of Link's attention between enemies, characters, objects, chickens, whatever, in his immediate vicinity. Stab at the Z while surrounded by enemies, for instance, and Link will always face one of the baddies until it's either slain or you tap the Z again. Never before has it been so easy for Hyrule residents to see what they're fighting.

Additional combat commands open once you've locked on. Swing crazy with the analog stick and Link busts out Lara Croft-style gymnastics, including backflips and side leaps. Mix analog combos with the Attack button, and Link changes up his attacks, too, between vertical and horizontal sword slashes. The Right Shoulder button, meanwhile, whips out Link's shield, provided he has one of the three in the game. While cowering behind the wooden shield, Link can aim it up, down and from side to side—a great tactic for deflecting spitballs back at Octoroks. And, of course, Link still packs his famous charge-up wallop, as well. Hold the Attack button for a few seconds (you can feel the charge build up in the Rumble Pak), then release it to watch Link spin his blazing sword in a lethal 360-degree swipe.

SHOCKING REVELATION!



EGM
234

ZELDA 101:

The Tattler Looks Back at 11 Years of Link

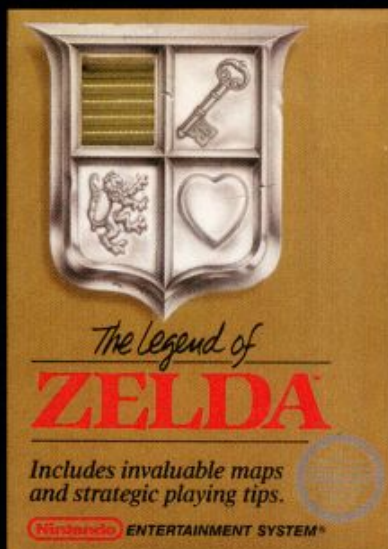
BONUS SECTION

It was like a gift from the gaming gods or something. Encased in a shiny, metallic-gold cartridge, the Legend of Zelda descended from the heavens onto the NES scene in 1987. The first of a new genre—the action RPG—Zelda took the gaming world by storm with its huge world, vast dungeons and enchanting gameplay. A landmark in game design, Shigeru Miyamoto's

masterpiece has gone on to become one of the most popular franchises in videogame history, with four fantastic sequels and a place in the heart of anyone who considers him or herself to be a true fan of gaming. Here then, is a brief history of the series that's captivated so many millions of gamers around the world for the last 12 years.

The Legend of Zelda

NES, 1987 —SOURCES SAY



The original Zelda was riddled with innovations. Not only was it the first RPG-style game for the NES in America, but it was also the first game to feature a battery for backing up your progress. Its fancy gold

packaging (with the cardboard cut-out so you could actually see the gold cartridge) was decidedly different from all other NES games at the time, and it even included a miniature "hint book" (it was actually a foldout miniposter that included a partially complete world map, some tips and monster profiles, and maps of the first six dungeons). Zelda went on to become Nintendo's first-ever million-selling game in the United States (a feat which took many months back then—coincidentally, we expect sales of Zelda 64 to surpass 1 million units literally within hours of its release).

THE STORY

In a small kingdom in the land of Hyrule, an army led by Ganon, the Prince of Darkness, attacks the peaceful land and steals the Triforce of Power, a golden triangle possessing mystical powers. Fearing his



EGM
235

The Legend of Zelda continued...

wicked rule, Zelda, the princess of the land, divides the remaining Triforce (the Triforce of Wisdom) into eight fragments and hides them in dungeons across the land. She then sends her nursemaid, Impa, to find someone with enough courage to destroy Ganon and retrieve

the Triforce. Angered, Ganon imprisons the Princess and sends out a search party to find Impa. Impa gets caught, and just as she's about to be axed by Ganon's henchmen, a young lad appears, drives off Ganon's men and saves Impa. His name is Link, and the rest, as they say, is history.

THE OUTCOME

After making his way through two quests with nine grueling dungeons in each, Link finally finds and defeats Ganon, deep within his lair in Death Mountain. The Princess is saved, the Triforce is recovered and Hyrule is safe again. For now...



The Japanese Version



Original Title: The Hyrule Fantasy: Zelda No Densetsu
 ("The Hyrule Fantasy: The Legend of Zelda")

Japan Release Date: Feb. 21, 1986 (Disk), Feb. 19, 1994 (Cartridge)

In Japan, Zelda was originally released for the Famicom Disk System, the disk-based Famicom (NES) add-on that was never released in the United States. There were minor differences between this version and the U.S. version, such as the main font (it was a little bit thinner—you can see it on the screenshots on the back of the U.S. version's packaging), and some different sound effects (most notably the sound of Link's sword being thrown when

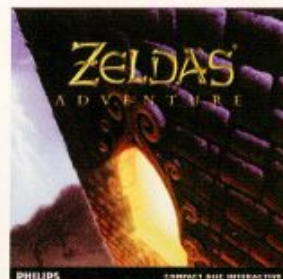
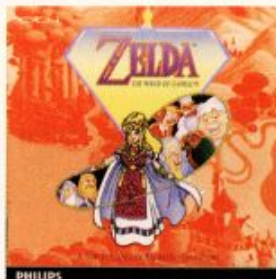
his hearts are full). Also, the "Magic Book" from the U.S. version is known as "Bible" in the original disk game. Years later, Nintendo decided to finally release Zelda on cartridge in Japan (this was basically just the U.S. version translated into Japanese). Originally slated to be released in 1992 (it was even mass produced), Nintendo delayed its release until February of 1994 to coincide with the launch of the redesigned Famicom.



ZELDA ODDITIES: Two Games Link Wants You to Forget... ...And Two He Wishes You'd Seen

So what about the "other" Zelda games out there that never made it big in the States? There were two interactive Zelda adventures released for the CD-i several years ago (they both sucked), and then there were two totally cool Zelda games that were released only in Japan on Nintendo's Satellaview service for the Super Famicom—BS

Legend of Zelda and BS Zelda: Ancient Stone Panel. The first one was a 16-Bit Mario All-Stars-like remake of the first Zelda, with all new dungeons and secrets, while the second was a special timed version of SFC Zelda, with a feature called "Sound Link," where players competed in real time against each other with guidance from a live voice.

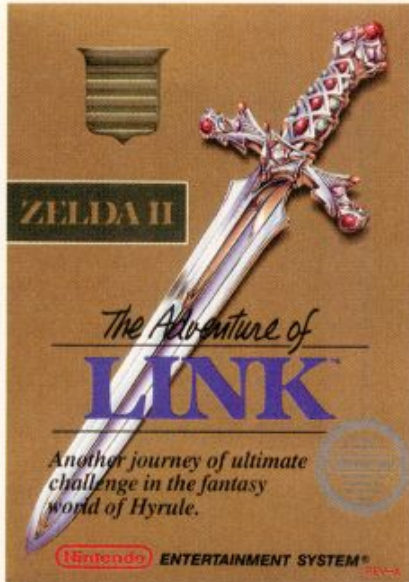


The two CD-i Zelda games featured laughably bad animation, totally boring, uninteractive gameplay and cheesy sounds. Perhaps it was garbage like this that made Nintendo so weary of going with the CD format.

Zelda II: The Adventure of Link

NES, 1988

-SCIENTISTS PREDICT



After countless delays because of "chip shortages" (this was Nintendo's PR line and not necessarily the truth), Zelda II was finally released at the end of 1988. Even though it was a fantastic game (and a damn popular one too), it didn't sit well with some critics because of its decidedly different look when compared to the first Zelda. The overworld was much larger, but encounters with enemies led to side-scrolling battle scenes that took the place of the "on-the-spot" battles from the original. Town scenes and dungeons were also side-scrolling (the dungeons were magnificently designed), and Link now had the ability to jump and use magic. Similar to an RPG, Link gained experience from defeating enemies, which allowed him to level-up his Life, Magic and Attack abilities.

THE STORY

Zelda II takes place several years after the original Zelda. A sleeping spell has been cast on Princess Zelda as a result of her refusing to reveal information about the Triforce to an evil magician. In order to free her from this spell, Link must place crystals in the foreheads of statues in six palaces throughout Hyrule. Doing so opens the path to the Great Palace, where the Triforce of Courage is hidden (the Triforce is the key to breaking Zelda's spell). Meanwhile, Ganon's underlings are beginning to work toward the revival of Ganon, which can only occur by first sacrificing his killer (Link) and then sprinkling Link's blood on his ashes. Pretty gruesome for a Nintendo-made game, eh?

THE OUTCOME

After placing the crystals in all six palaces, Link heads to the Great Palace to take on the final Guardian and retrieve the Triforce of Courage. After defeating the Guardian, Link goes face to face with a shocking end Boss—his own dark side—in an attempt to purify himself and claim the Triforce. After winning, he reunites the three Triforges (Power, Wisdom and Courage) and awakens Princess Zelda.



The Japanese Version



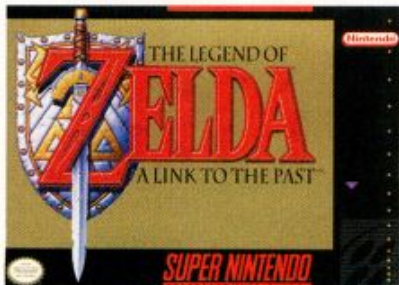
Original Title: The Legend of Zelda 2: Rinku No Bouken
 ("The Legend of Zelda 2: Link's Adventure")
Japan Release Date: Jan. 14, 1987 (Disk)

The Japanese version of Zelda II was released almost two years before the U.S. version. Again, there were some minor differences between the two versions, but for the most part it was the exact same game. Some of the music was different (better in the U.S. version), the enemies on

the overworld map looked worse, there was less animation in certain parts (for example, Link never held up items when he got them in the Japanese version), and of course, since it was a Disk game there were access pauses (can you imagine an NES game with loading? Yeesh!).

The Legend of Zelda: A Link to the Past

Super NES, 1992 -ASTROLOGER MUSES



A Link to the Past had two things going for it that made Zelda fans extremely happy: First, it was on the Super NES, which meant it would be both bigger and better-looking than any Zelda game before it. Second, it brought the series back to its roots, ditching Zelda II's side-scrolling/RPG-like feel in favor of the more welcomed overhead action-RPG style of the original Zelda. Not only was the game tremendous in size and scope, but the gameplay was totally fantastic. Not surprising in the least, Zelda: A Link to the Past was the highest-rated Super NES game of all time (at #3 overall) according to EGM's Top 100 list in issue #100.

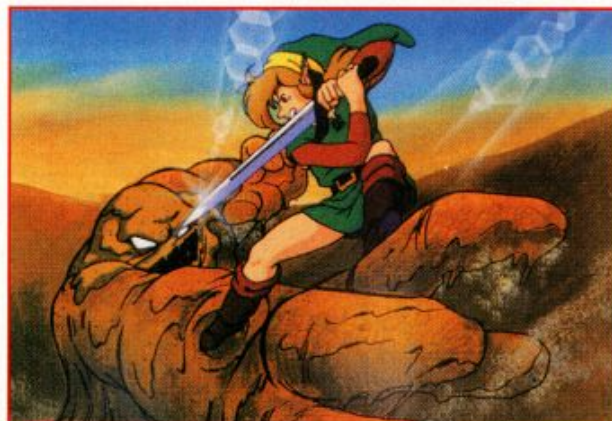
THE STORY

As you may have inferred from the game's title, Super NES Zelda actually takes place BEFORE Zelda I and II—about 100 years before, to be exact. Asleep in his home one night during a fierce thunderstorm, Link hears the voice of Princess Zelda in his dreams, begging for him to come rescue her from a cell in the depths of Hyrule

Castle. He wakes to find his uncle gearing up for battle. Before he leaves, his uncle commands him to stay home and wait for his return. After waiting about 10 seconds (so he's a little impatient), Link heads out to the castle in search of his uncle and the Princess. After rescuing her (and finding his uncle slain), he learns about an evil wizard named Agahnim, who, in seeking to unlock the secrets of the Golden Land, has kidnapped seven maidens who are descendants of the wise men who sealed off the Golden Land ages ago.

THE OUTCOME

After traveling through both the normal and dark worlds of Hyrule, Link finds out that the evil Ganondorf (Ganon) was behind everything, and heads to face him within the Great



Pyramid in the Dark World. He defeats him, winning back the Triforce and ultimately restoring the Dark World to its once glorious state.



The Japanese Version

Original Title: Super Famicom Zelda No Densetsu: Kamigami No Triforce
("Super Famicom The Legend of Zelda: Triforce of the Gods")
Japan Release Date: Nov. 21, 1991

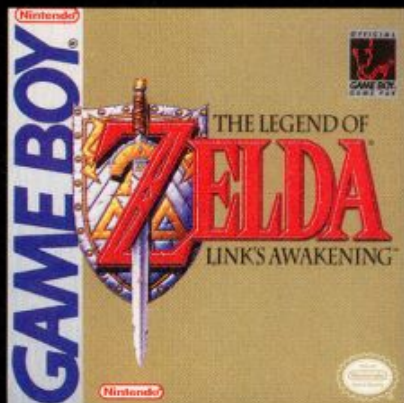
The Super Famicom version of Zelda is actually exactly the same as the U.S. one, only with Japanese text (duh!). Interestingly enough, it was released on Nov. 21, 1991—exactly seven years (to the date) before Zelda 64 is set to be released in Japan (Nov. 21, 1998).



EGM
240

The Legend of Zelda: Link's Awakening

Game Boy, 1993 -NASA CONTENDS



Link's Awakening is widely considered to be one of the best (if not the best) Game Boy games ever released. For a Game Boy game, the quest was huge, with eight intricately designed dungeons and a vast overworld. While the action was overhead and the graphical style was similar to A Link to the Past, the entire world (including the dungeons) was split up one screen at a time, similar to the first Zelda. If you haven't played this one yet, don't go running out to buy it just yet. Nintendo is working on an



updated color version of the game to be released for the Game Boy Color, so you might as well just wait for that and play it in full color.

THE STORY

The hero of Link's Awakening is actually the same Link from A Link to the Past. In other words, this one takes place about 100 years before the NES Zelda games, too. After Ganon was defeated in A Link to the Past, peace returned to Hyrule and all was well. Being the restless adventurer that we all know him to be, Link decided to hop on a boat and take a cruise into the unknown on a quest for enlightenment. Unfortunately, on

the way back he ran into a fierce storm, and his ship was torn to pieces. Next thing he knew, he was on an island called Koholint, which was overshadowed by a giant egg atop the island's central mountain. A strange owl explained to him that if he wanted to get home, he'd have to awaken the Wind Fish that slept in the giant egg. Surely he had no idea of the huge adventure about to unfold...

THE OUTCOME

Link made his way through eight grueling dungeons, collecting eight musical instruments that were required in order to wake the Wind Fish. Finally, atop the huge mountain, he played the Ballad of the Wind Fish and woke the sleeping giant. After doing so, he learned the secret of the Wind Fish, and before long he found himself back in the ocean, hanging on to remnants of his smashed ship, drifting calmly toward the shores of Hyrule. Was it really all a dream? You'll have to finish the game yourself to find out. We're not gonna spoil it for you.



The Japanese Version

Original Title: Zelda No Densetsu: Yume wo Miru Shima
("The Legend of Zelda: Dreaming Island")

Japan Release Date: June 6, 1993



The Japanese version of GB Zelda is, like the SNES version, identical to its U.S. counterpart. However, the upcoming remake for the Game Boy Color is actually going to be enhanced in several ways. We don't have all the details yet, but so far we know that Link will have different-colored clothes, instead of just green. There will be differing effects with each outfit color (it may be just armor, or it could be more...we're not sure yet). Some dungeons and monsters may be enhanced as well, and there will be an entirely new dungeon, too (yes!). We also know that you'll be able to take pictures in the game, and then print them out using the Game Boy Printer. Neat, huh?

