

THE LEGEND OF

ZELDA®

OCARINA OF TIME™

HISTORY IN THE MAKING

Ocarina of Time will make history—not only in the sense that the groundbreaking epic will redefine gaming, but history in the sense that the game will span years unraveling Link's heroism from childhood to the brink of manhood. The time has come, and finally you will be able to take a brief tour and overview of a few of Zelda's worlds. Be a part of history with this first glimpse at the future of gaming.



Big, big, big. If there is one word to describe The Legend of Zelda: Ocarina of Time, it's "big." The word sums up almost everything about the overwhelming adventure—its impact on the gaming industry, the servings of drama, magic, mystery and action it delivers, the number of hours people will invest in playing and replaying the epic, and the sheer size of the seemingly endless acres of photo-realistic worlds. Ocarina of Time is so huge, in fact, that six pages can cover only a scant fraction of what's in store. This brief sampling of a few of the game's worlds merely hints at Zelda's magnitude, and judging from the fifty-odd screen shots snapped from a yet unfinished, unpolished version of the game, the completed Zelda will be staggering. In a *big* way.



A Small Sampling of Hyrule

The carina of Time covers far more ground than this partial map indicates. To count the paces it would take Link to walk from one end of the world to another would be a feat as exhausting as undertaking the journey in real life. Moreover, the worlds are barely half of what you'll see, since they will look considerably different when Link revisits them when he's older.

Kokiri Forest

Hidden in the woods outside Hyrule is the Kokiri Forest, a Never-Never Land where its elfin inhabitants have guardian fairies and never grow old. Only the child known as Link is without a fairy—until a pixie named Navi joins his side. Before meeting her, Link had been suffering from nightmares, and Navi explains that his dreams were not without purpose.



The isolated forest is populated by children who never age. Among them is 10-year-old Link, a much more youthful version of the hero introduced to gamers over a decade ago. Saria is his best friend in the forest, and she'll dispense valuable advice to the naive knave who'll eventually mature into a young man after he leaves the village.



Deka Tree

The almighty Deku Tree presides over the timberlands as the spiritual protector and watcher of the woods. Coinciding with Link's nightmare spells, the Deku Tree is infested by dark forces.

Weakened by the creatures that have invaded the dungeons and chambers within its trunk, the tree sends Navi to find the chosen one who has been sensing the aura of evil spreading throughout its branches and across the land.



To gain access to some areas, Link will have to dive, jump, run or climb to activate switches.



Navi the fairy will help Link target enemies, such as the giant spiders creeping within the Deku Tree.



Among the many beasts that have their eyes (or eye) set on Link is the cyclopane parasite, Gohma.



Link's legendary relationship with Zelda begins at age 10 when he sneaks into her castle.



As a child, Link won't be able to reach certain places, so he'll have to rearrange crates to bridge gaps.



In the castle courtyard, Link will have to play cat and mouse with the guards to slip past their watch.



Hyrule Castle

Link and Zelda will have Link and Zelda crossing paths many more times in the years to come, and in Hyrule Castle, Link meets the young princess for the first time. Sharing the same feelings of dread as Link, Zelda confides in the Kokiri her reservations about her father's alliance with the shady Ganondorf, king of thieves. At the castle, Link also encounters Impa, Zelda's nanny who is from the mystical Sheikah people. Though Zelda fans will remember Impa only as an elderly servant, the Sheikah is younger and tougher in this game, which is set years before any other Zelda game.

Persistence of Time



After several minutes, day will become night as the Hyrule sky turns from pale blue to hazy pink to pitch black. The element of time plays a key role, not only in terms of years, but days. Adventurers must plan their journeys accordingly or they'll be left in the dark waiting for villagers to awaken or castle bridges to lower.



Lon Lon Ranch



At Lon Lon Ranch works the amiable father-daughter pair of Talon and Malon with their farm-hand Ingo, who's best described as disgruntled. As the years go by in the game, Ingo will become a new, but nevertheless bitter, man. Link, too, undergoes change, and as a teenager his size and strength will enable him to become a skilled horseback rider. No longer saddled with the burden of walking, Link can ride his horse to the far reaches of the ever-stretching landscape.



As a young adult, Link can settle a friendly wager in a horse race—and put the “quest” in equestrian.



Too small to ride horseback, young Link will be perfect for fitting into spaces too large for adults.



Hyrule's market is a cheery site. Only years later will the happy townsfolk be replaced by zombies.



At the shooting gallery, Link can test his sights on winning special items.



To win extra Rupees, Link can try his hand at bowling with bombs.

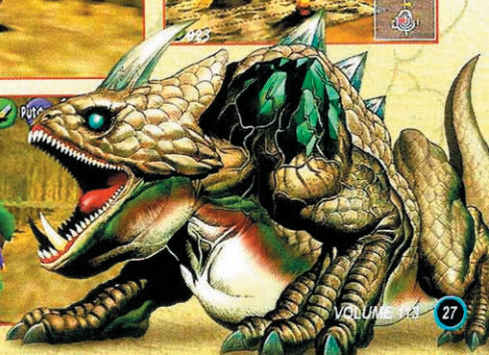
The Market

Bustling in front of Hyrule Castle is the city's market, where Link can sell and trade weapons, potions and masks, or take a stab at winning other prized goods in games of chance and skill. In the shooting gallery, Link can take aim at a procession of Rupees or the occasional hapless, but always pugnacious, chicken. In a contest new to the series, Link can try hitting a bull's-eye using a new mobile bomb weapon as a bowling ball.

Goron City

The plague of evil and ruin spreads to the cavernous underworld of Goron City, a land burrowed in the shadow of Death Mountain. When Link stumbles into their lair, the friendly cave dwellers explain the crisis that has befallen them. A born hero, Link takes up the task of aiding a reluctant Darunia and his Goron citizens.

In addition to countless new surprises, everything tried and true from the previous *Zelda* games returns in *Ocarina of Time*: the familiar music, intricate puzzles, retaliating chickens and blasting bombs.



Zora's River

Flowing with sacred water, Zora's River is home to the Zora people, an aquatic race of fish-like humanoids. The peaceful Zoras live upstream sheltered from the rest of the world. Surrounded by their river's rough waters and the confusing pretzel-like network of passageways known as The Lost Woods, the Zora people meet Link when he swims and leaps from bank to bank to reach their sanctuary.



Cut off from the rest of the world, Zora's Domain is an oasis of mystical power.



The centerpiece of Kakariko is its inviting windmill, but the town has more than a few skeletons in its closet. Literally.



Kakariko Village

The modest town of Kakariko was founded by Impa. While the village is as friendly as Princess Zelda's guardian, it can also be as deceiving as Ganondorf, since the town conceals a hidden fright fest of dungeons. Within their halls, trap doors and illusionary walls lurk reanimated corpses, flying skulls and other restless souls.

As brave as he may be, Link will be scared stiff—and stopped dead in his tracks—by a single glance from the undead.

Lake Hylia

The blessed waters of Zora's River flow down the Hyrule countryside and spill into Lake Hylia. The lake boils over with marine monstrosities, and if Link can't deep-six them, he can take his frustrations out on the smaller fish swimming in the fishing pond. For a few Rupees, he can take a break from his odyssey to rent a rod and see what's biting.



The Rumble Pak will truly enhance the fishing experience by alerting players of every tiny nibble or gigantic tug on their line.



Items of Interest

He may have been destined to be a hero, but Link can't get by with a pointy hat and ears alone. Along the way, he must find, buy, trade or earn weapons, armor, spells, potions and other tools of the hero trade.



Link will have an ever-growing arsenal of items, and what he can use will depend on his age.



Link's sword is the perfect foil for most enemies, especially when it's used for his Whirling Blade attack.



Link is more magical than ever, and he can cast a fire spell to engulf foes in a flaming sphere.



Weapons aren't just for fighting. Younger Link's slingshot can target prizes at the shooting gallery.



Link can wield Deku Sticks in battle, or he can set them ablaze to light his way or burn obstacles.



To launch a grappling chain, Link can fire his Hookshot into enemies or objects to pull himself to them.



The Stone of Agony will make the Rumble Pak beat like a heart when Link is near something hidden.



The Bombchu is a new mobile weapon that shuttles bombs across the ground and up walls.



Once he's learned some songs, Link can play them on his Ocarina to summon its magic.

As Time Goes By...

As fate would have it, Link is too young to fulfill his destiny of saving Hyrule, but the Temple of Time is his solution. Emerging from the shrine as a 17-year-old, Link finds his abilities enhanced and the world he once knew entirely changed. From then on, Link can use the time portal to travel from his childhood world to his adult world to rewrite the future or undo the past.



When he awakens as a young adult, Link meets Sheik, a mysterious Sheikah with sage advice.



Skipping past those awkward teen years, an older Link visits a darker future.



Link will confront Stalfos Knights, Zelda regulars, as well as a slew of new beasts and villains.



Though seven years pass in the game, Link and Zelda experience a lifetime of adventure.

