

THE OFFICIAL NINTENDO MAGAZINE

Nintendo®



The Complete
Zelda Encyclopedia

The ultimate A-Z of Nintendo's legendary adventure series





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The adventures of Link are legendary in every sense of the word. It's the series that, hand-in-hand with the Mario games, can claim to be among the most loved in Nintendo history; perhaps even all of gaming history. Every game in the main Zelda series is a classic, and every one introduces new characters to love, items to use and worlds to explore.

So it's with the greatest of pleasure that the team here at *Official Nintendo Magazine* bring you this comprehensive A-Z taken from the entire series, from Agahnim right through to Zora. Enjoy!

Words **Fred Dutton, Chris Scullion**
Design **Roland Hammed**

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Agahnim

An evil wizard and Link's primary adversary in *A Link To The Past* on the SNES. After tricking the king of Hyrule into making him the ruler's chief advisor, he brainwashes all of the kingdom's soldiers and banishes six of the Seven Sages to the Dark World. Clearly not someone you're likely to find down your local soup kitchen dishing out free grub to the homeless then. At the conclusion of the game it's revealed that Agahnim is actually the alter-ego of perennial *Zelda* evil-doer Ganon. Suffice to say, Link gives him a ruddy good hiding. Agahnim also pops up briefly in both the classic Game Boy title *Link's Awakening* and in *Oracle Of Seasons* on the Game Boy Color, on both occasions as boss fights.



“Suffice to say, Link gives him a ruddy good hiding”

Agahnim pops up in a number of *Zelda* games as part of a boss battle.

Anjean

A member of the Lokomo race and one of the principle characters in *Spirit Tracks* on the DS. She's the official protector of the Tower of Spirits – the huge structure built to keep the evil Malladus locked away beneath Hyrule. Not a great deal is known about her, other than that she's very old (she claims to have met Tetra from *Phantom Hourglass*, which is set three generations before the events of *Spirit Tracks*) and a kindly sort, giving Link both the Spirit Train with which he can traverse Hyrule's



Right now, we must discuss a matter more grave.



Two questions: does Anjean have legs, and where can we get one of those buggies?

rail network and the magical Spirit Pipes. Oh, and she's telepathic, beaming Link helpful messages throughout the game.



Anju

A Hylian villager who pops up in various different games in the series, usually in side quests. In *Ocarina of Time* she's Kakariko Village's 'cuckoo lady'. Child Link has to help her round up her birds, while adult Link speaks to her to start the Biggoron's Quest. In *Majora's Mask* she's the innkeeper of Clock Town's Stock Pot Inn and the subject of the 'reuniting Kafei and Anju' sidequest. Her only other appearance was in *Minish Cap* on the GBA in which, again, she's a cuckoo keeper. Link must round up her cuckoos in return for a heart piece.



Despite her diminutive demeanour, Anju is a no-nonsense inn-keeper.



Anju is the subject of one of the greatest ever Zelda side-quests – 'Reuniting Kafei and Anju'.

Anouki

A race of people, indigenous to Hyrule's cold, icy regions. They first appeared in DS title *Phantom Hourglass* and then again in its 2009 follow-up, *Spirit Tracks*. Characterised by their peculiar antlers, thick, furry clothing and unswerving honesty, they are largely friendly towards Link and keen to help him on his quests. In

Phantom Hourglass, the fierce Yook species were their sworn enemies. It has been suggested that Zunari, a shopkeeper found on Windfall Island in GameCube classic *Wind Waker* might be an Anouki, due to his thick winter clothing. The Anouki are cute, sometimes a little daft and we love 'em for it.



“Characterised by peculiar antlers, thick, furry clothing and unswerving honesty”



Beedle

A trader and shopkeeper who appears in a number of *Zelda* titles. As any Nintendo gamer should know, every single *Zelda* game has a number of shops for Link to visit. In earlier games the vendors were either anonymous NPCs or one-off characters confined to a single game. In more recent titles however, Beedle seems to have developed a total monopoly over Hyrule's service



industries. He shows up in *Wind Waker* (in a boat), *Minish Cap* (in Hyrule Castle Town), *Phantom Hourglass* (again in a boat) and *Spirit Tracks* (in a hot air balloon). He invariably stocks arrows, bombs, heart pieces, potions and a variety of other handy nick-nacks. He's also got a fascinatingly large nose – all the better for sniffing out a *Zelda* noob ready to pay over the odds for some bombs when they're free over the road.

Bellum

An enormous, squid-like beast, and the primary antagonist in *Phantom Hourglass*. Many years prior to the events of the game, Bellum had appeared in Hyrule and begun draining its inhabitants' lifeforce. It imprisoned Oshus, the Ocean King, using his lifeforce to create the Sands Of Hours and lock away the fairies of wisdom,

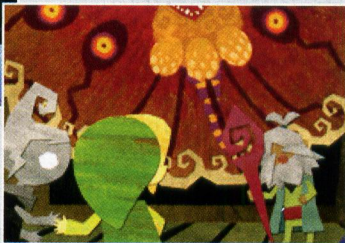
power and courage. All told, he's an evil dude, and one that Link has to send back to Davey Jones' Locker before he lays Hyrule to ruin. Trivia fans: 'bellum' is the Latin for 'war'. What, you thought it was going to translate as 'hugs'? Anyway, get some batter ready, you've got some prize winning calamari in the offing here.

“Get some batter ready, you've got some prize-winning calamari here”



Phantom Hourglass' final showdown is a real tough one.

Bellum has been causing all kinds of chaos. Give him hell!





Bomb

A staple item that has appeared in every single *Zelda* adventure since the NES original. Simply put, they allow Link to blow things up, whether that means enemies, walls or innocent cuccos. Link will need to track down a bomb bag before he can carry them around, an item

which can invariably be upgraded to allow him to carry more explosives. Many *Zelda* games also feature bomb flowers which regenerate once they've been harvested. In the forthcoming *Skyward Sword* on the Wii, Link will be able to throw them or roll them like bowling balls.

“Link will need to track down a bomb bag before he can carry them around”



Boomerang

Another traditional weapon that has appeared in all the Zelda games. Once equipped, it allows Link to stun weak enemies before going in for a killer blow with his sword. Some particularly weak enemies can also be destroyed outright with it. The boomerang can also be used to flip switches that Link otherwise would be unable to reach. Its functionality has evolved very little since the NES original but in more recent games Link can also use it as a means by which to spread fire and in the two DS games you can set



No arguments, the boomerang is a classic Zelda item.

its path using the stylus and touch screen. There's no confirmation that it'll appear in *Skyward Sword* but don't bet against it.





Link even uses his bow in the *Super Smash Bros* games.

Bow

A key part of Link's traditional weapon set and one of the most satisfying Zelda items to use. It's sometimes referred to as the Hero's Bow (*Majora's Mask*, *Wind Waker* and *Twilight Princess*) and once even as the Fairy's Bow (*Ocarina Of Time*) but its functionality is near identical in every single Zelda game. The weapon evolved slightly in *Twilight Princess* with the addition of motion controls, a facet which is all set to be refined further in next year's *Skyward Sword*. Generally speaking, it pops up early on in a Zelda game and is a key puzzle-solving tool. Tangentially, if you are up for a little bit of wanton cuckoo slaughter, this would be our weapon of choice. Make sure you're at a relatively safe distance then let rip, safe from any disgruntled pecking. Cuckoo kebabs all round!

Chancellor Cole

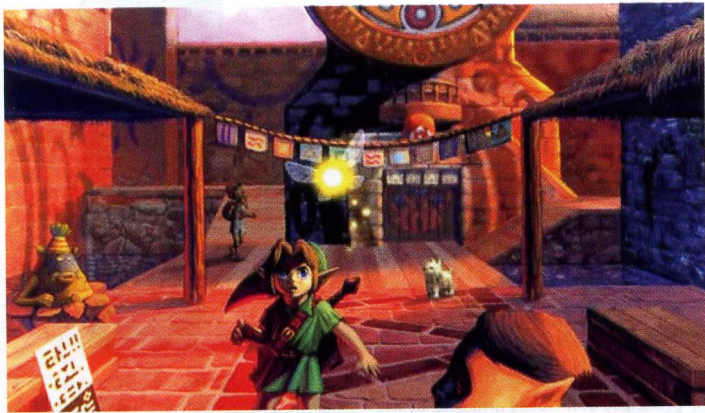


Boo! Hiss! One of *Spirit Tracks*' principle evil-doers and one of the great Zelda baddies of all time. On first sight, Cole is Princess Zelda's chief advisor and no more than your average toadying politician type. However, you quickly learn that he's up to no good, with eyes on setting the horrifying evil of ancient bogeyman Malladus loose on the peace-loving land of Hyrule.

Gadzooks! Someone is going to have to stop him and there's only one likely candidate. Key character traits include a stylishly-tailored green suit and a pair of top hats hiding a set of tell-tale devil horns. Razor sharp teeth, a burly henchman and magic powers are obviously a given too. Like we said, one of the Zelda series' most enjoyable goons and somebody that we'd love to see more of in the future.

“Razor sharp teeth, a burly henchman and magic powers are obviously a given”





Clock Town is one of the series' strangest places.

Clock Town

The capital city of Termina, the mysterious land in which *Majora's Mask* played out on the N64. Ruled over by Mayor Dotour, it's a walled citadel divided into four quarters – north, south, east and west. Anyone who's visited Hyrule Town should be familiar with the sort of services on offer here – there are variety of shops

and trading posts, a few sideshows offering mini-games to try your hand at, a couple of inns and a central square ideal for catching up on local gossip. Once a year the town plays host to the Carnival of Time, held when the sun and moon align. Link's arrival coincides with a potential disaster – the moon is falling from the sky straight onto the town!



The Deku Tree temple in *Ocarina Of Time* is a classic.

Deku Tree

An ancient tree that stands in the middle of Kokiri Forest, providing Hyrule's spiritual focal point in the classic *Ocarina Of Time*, and the setting of the game's first dungeon. It also appears in a lesser role in *Wind Waker* on the GameCube, as the guardian of the Forest Haven. It also seems likely that the Forest Temple in *Twilight Princess* is set inside the Great Deku Tree though it is never explicitly confirmed. Almost every *Zelda* game features some kind of forest dungeon, for example, *Oracle Of Ages'* Gnarled Root dungeon or *Spirit Tracks'* Forest Temple.



Deku Scrub

A stock *Zelda* character that first appeared in *Ocarina Of Time* and have popped up since in the *Oracle* games, *Majora's Mask*, *Minish Cap* and *Four Swords Adventures*. They are forest dwelling creatures that spit deku nuts at anyone who comes too close. They are not always hostile to Link, sometimes appearing as traders. The species plays a prominent role in

Majora's Mask when Link has to help out their king in return for the Deku mask. When in their standard 'enemy' form they are easily defeated by deflecting their projectiles back at them with Link's shield.

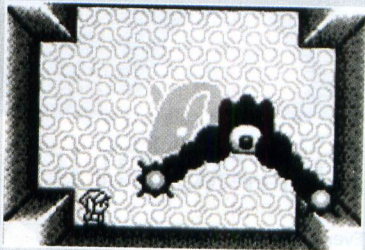


“Deku Scrubs are easily defeated by deflecting their projectiles back at them with Link's shield”



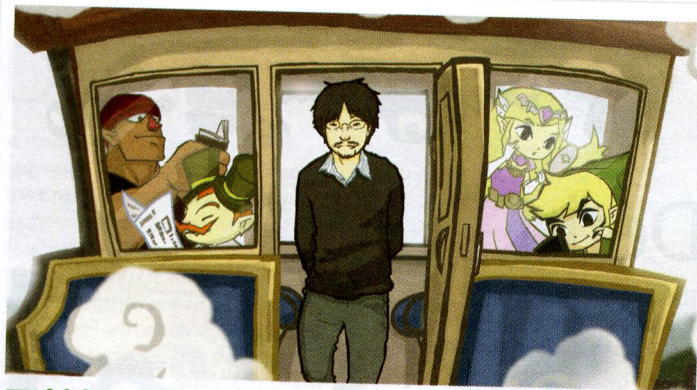
Dethl

The final boss and principal adversary in the Game Boy classic *Link's Awakening*. Little is revealed about his origins but he is responsible for keeping the Wind Fish asleep – the root cause of Koholint Island's strife in the game. He's a tough nut to crack – he takes six completely different forms in the final battle, including one that bears a striking resemblance to Vaati from *Minish Cap* and *Four Swords*. The other forms are all shadowy versions of fights from *A Link To the Past*, including Ganon and Agahnim, reflecting the dream-like nature of the game's plot.



Don't be fooled by his appearance: Dethl is rock hard!

“He takes six different forms in the final battle, including one that looks like Minish Cap's Vaati” ▶



Eiji Aonuma

Current *Zelda* chief
Eiji Aonuma.

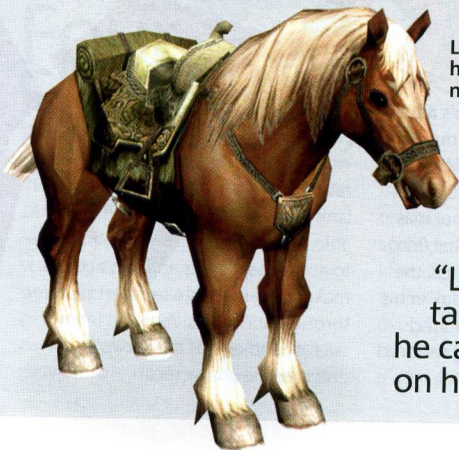
Ever since *Majora's Mask* on the N64, Eiji Aonuma has been the man in charge of the *Zelda* series. After seeing *Marvelous*, a top-down adventure game that Aonuma made for the SNES that was heavily indebted to *A Link To The Past*, Nintendo icon Shigeru Miyamoto asked Aonuma-san to join the *Ocarina Of Time* team as Assistant Director. He took over the

director's chair for the sequel, *Majora's Mask*, and has been in charge ever since, moving into a producer role since *Phantom Hourglass* on the DS. He's promised to keep working on the series until he manages to top *Ocarina Of Time*. Good luck Eiji! Next up from him and his team is *Skyward Sword* for the Wii and then a remake of *Ocarina Of Time* for the 3DS.

Epona

Link's trusty steed. Link first demonstrated his knack for horse riding in *Ocarina Of Time* and Epona has remained by his side in a number of games since. Although she's never put in a full appearance in a handheld Zelda game (she did make brief cameos in *Minish Cap* and the *Oracle*

games), Link has saddled up in *Majora's Mask* and *Twilight Princess*. In Both *Ocarina* and *Twilight Princess*, Link first has to tame her before he can take her off on his adventures. Fact fans: Epona is named after the Celtic goddess of horses.



Link's trusty steed has appeared in a number of games.

“Link first has to tame her before he can take her off on his adventures” ▶



Ezlo can be a tough task master!



Ezlo

Is it a bird? Is it a hat? Well, it's a bit of both actually. The mysterious Ezlo is Link's loyal companion in *Minish*

Cap on the Game Boy Advance. Ezlo was originally a Minish sage but was transformed into his strange hat/bird form by his one-time apprentice, the evil sorcerer Vaati. He helps Link in his efforts to give his nemesis a sound shoeing, in the hope of being restored to his original Minish form and

“A sound fellow and one of the series' most entertaining characters”

returning to his old life. Ezlo offers Link advice throughout his quest, is able to shrink him down to Minish size to access new areas and can act as a makeshift parachute to help Link glide through dungeons. A sound fellow overall, and one of the series' most entertaining characters.



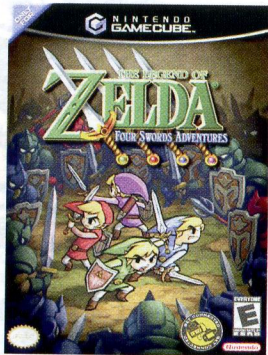
Four Swords

A short game released on the GBA in 2003 in conjunction with a port of *A Link To The Past*. It's the first ever multiplayer Zelda game and a cracking curio if you can track it down. To play, you have to link up between two and four GBA units, each with a copy of the game – not an easy thing to do these days, hence its

slightly obscure nature. The plot saw up to four separate versions of Link team up to take on Vaati – the evil sorcerer from *The Minish Cap*. It's a little different from a standard Zelda game in that there is no real overworld and the dungeons randomly generate, but it's worth a go if you can find enough GBAs. ➤

Four Swords Adventures

A fully-fledged follow-up to *Four Swords* released on the GameCube in 2005. Again, this was a four-player adventure, however, unlike the GBA version it had a single player mode too. The plot again sees the four 'Links' team up to take on Vaati and later on, Ganon too. Alongside the standard adventure there were a couple of other modes too. Shadow Battle let you scrap it out with a friend in a competitive battle, whereas Navi Trackers (only included on the Japanese version) had you link up a GBA to play a brief action mini-game.



“This was for four players but unlike the GBA game it had single player too”

Four Swords is great fun with friends.

Ganon has earned his crown as one of Nintendo's greatest villains.



My name is Ganondorf...

Ganon

Also occasionally known as Ganondorf, Ganon is the principal villain of the *Zelda* series, appearing in *The Legend Of Zelda*, *Zelda 2*, *A Link To The Past*, *Ocarina Of Time*, *Oracle Of Ages/Seasons*, *Wind Waker*, *Four Swords Adventures* and *Twilight Princess*. Little of his backstory has been revealed, other than the fact he was once the leader of a gang of thieves who stole into the Sacred Realm and took the Triforce, affording him great power. He's thought to be Gerudo in



origin – a race to whom only one man is born to every 100 years. He usually appears in two forms – as a man and as a giant boar. A nasty chap then, and one who Link pursues through the ages.



Gerudo

A warrior race first encountered in *Ocarina Of Time*, and then later in *Majora's Mask* and *Four Swords Adventures*. They're almost entirely female, with just one man born every 100 years and reside in the barren Gerudo Desert. While they're hostile to Link in both *Ocarina Of Time*

and *Majora's Mask*, they're more friendly in *Four Swords Adventures*. Although they don't play a central role, Gerudo also pop up in *Twilight Princess*, *Wind Waker* and *Phantom Hourglass*.

The Gerudo are a race of women warriors.



The Gerudo are most famous for their *Ocarina Of Time* appearance.



Suffice to say, they're not an entirely friendly bunch. Be ready for a scrap!

“They're almost entirely female, with just one man born every 100 years”

Goron

A largely friendly race of creatures that appear in every single Zelda game from *Ocarina Of Time* onwards. They are almost always found living in or around mountainous regions and are usually miners. Gorons live on a staple diet of rocks and milk and are immensely powerful creatures, boasting the ability to roll up into balls and smash through obstacles. There are a handful of Gorons who appear in a number of games, such as Biggoron and his brother Medigoron, who are traditionally traders. Occasionally evil Gorons appear too, usually corrupted by evil magic and restored to their peace-loving ways once Link has given them a hiding.

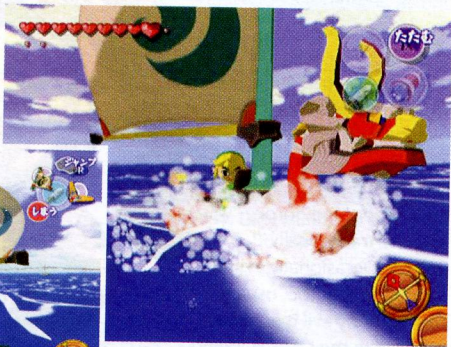


The Great Sea

The ocean in which *The Wind Waker* and some of its DS follow up *Phantom Hourglass* are set. The ocean floor is in fact the same Hyrule that appears in other *Zelda* games, but it has been flooded by the gods to put a stop to Ganon's evil. Hyrule's mountaintops poke above the waves providing a number of islands across

which the games' epic stories play out. Its population breakdown roughly mirrors that of Hyrule – a vibrant mix of Hyrulians, Gorons, Koroks and the Rito – a race that are unique to *The Wind Waker* but bear definite similarities to the Zora. The Great Sea is a thrilling expanse to explore, full of adventure and peril.

The Great Sea first appears in *The Wind Waker* on the GameCube.



Link uses a magical wand to control the wind and navigate around it.



Heart piece

The basic unit of Link's health in the *Zelda* games. Link usually begins a game with three hearts but can pick up more by beating bosses or finding hidden heart fragments – four of which (or, strangely, five in *Twilight Princess*) can be put together to constitute a complete heart piece. Most of the *Zelda* games allow Link to track down as many as 20 heart pieces by their conclusion and finding them

Hoovering up heart pieces is *Zelda* tradition!

all is a traditional badge of honour for a true *Zelda* enthusiast. Have you found every single one in every single game? No? Well, put this booklet down and get to it!

“Most *Zelda* games allow Link to track down 20 hearts” ➤



Hook shot

The hookshot appears in almost every *Zelda* game.

One of the most common items in the series, popping up in almost every single *Zelda* game since *A Link To The Past*. It allows Link to pull himself across canyons, grab items that are out of reach or inflict damage on enemies in the absence of any other weapon. A number of variants

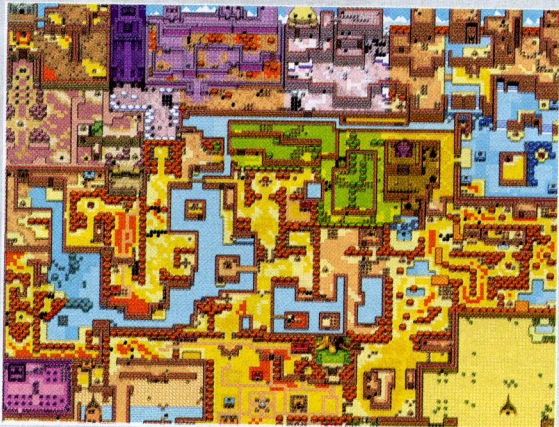
of the hook shot appear in some games, such as *Twilight Princess*' clawshot, *Wind Waker*'s grappling hook and *Oracle Of Ages*' switch hook, but they all perform roughly the same function. It also shows up in the *Super Smash Bros.* games serving as Link's primary grab attack.

Holodrum

The land in which *Oracle Of Ages* takes place, and a land closely linked with Labrynna from *Oracle Of Seasons*.

It's not clear where it exists in relation to Hyrule – Link is magically teleported there at the start of the games. Geographically and socially, it's very similar to Hyrule. It's

populated by Gorons, Moblins and humans and a few familiar Hyrulian faces – Malon, Talon and Biggoron. There are similarities between Holodrum's map and that of the original *Legend Of Zelda*, presumably due to the fact it was originally intended as a remake of that game.



Holodrum is a massive place to explore.



Hyrule

The land in which most Zelda games take place. It's ruled over by the Royal Family Of Hyrule, of which Zelda herself is princess and boasts lush fields, towering mountains, thick forests, barren deserts and a number of bustling villages and towns. Its history has been moulded by the

Triforce – a powerful artefact sought by both good and evil alike. Races which call Hyrule home include the Gorons, Zora, Anouki, Deku, Kokiri, Gerudo and the Minish. The only games not to take place in Hyrule are *Link's Awakening*, *Majora's Mask* and the two *Oracle* games.



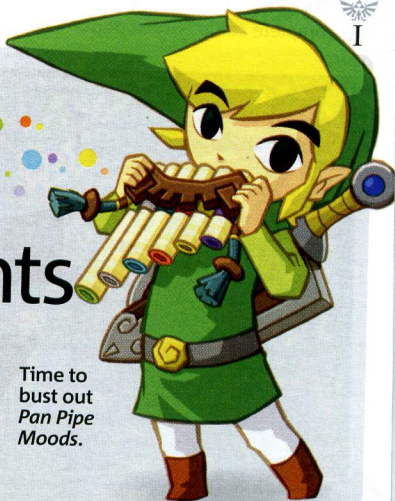
Instruments

Music is a recurring theme in the *Zelda* games and Link has had a number of different instruments at his disposal, each affording him special powers. The Ocarina of Time is probably the most famous – depending on the tune Link plays he can change the weather, summon Epona, solve puzzles, warp around Hyrule and alter the flow of time itself. The mechanic then made a

Time to bust out Pan Pipe Moods.

reappearance in *Majora's Mask*. More recently he played the Spirit Flute in *Spirit Tracks*, waved a conductor's wand in *The Wind Waker* and plucked the Harp of Ages in *Oracle Of Ages*. The very first instrument to appear in a *Zelda* game was the original game's flute which allowed Link to warp through dungeons. Believe it or not, it makes the same sound as *Super Mario Bros. 3's* warp whistle.

The Ocarina is Link's most famous instrument.





Koholint

The island upon which *Link's Awakening* takes place. It's not actually a real place, but an imaginary location created in the dreams of The Wind Fish. The fact that it exists in a dream state means there are some odd things going on –

Here's the Game Boy Color version of the map.

various enemies from the Mushroom Kingdom have interloped, including goombas and chain chomps. Its highest point is Mount Tamaranch where the egg of The Wind Fish rests. It's a bizarre world but one of the most memorable Zelda locations.

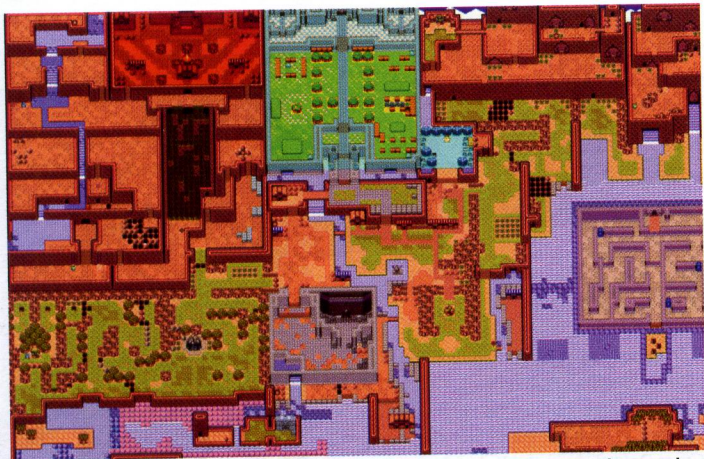


Kokiri

A friendly forest-dwelling race that appear in two *Zelda* games. They first appeared in *Ocarina Of Time*, where they lived in the shadow of the Great Deku Tree in the Kokiri Forest. They traditionally dress in green tunics and have a fairy guardian, so unsurprisingly it is often assumed that Link is descended from them, even though he is in fact Hylian. The story goes in *Ocarina* that his mother left him with the Kokiri when he was very young. Their only other appearance was in *The Wind Waker* where the Wind Temple is guarded by a Kokiri.



“It’s often assumed that Link is descended from the Kokiri” ➤



Labrynnna

The land where *Oracle Of Ages* takes place. Like *Holodrum* in *Oracle Of Seasons*, it's broadly similar to Hyrule with a number of familiar races – including Gorons and Zora – residing there. Lynna City is its capital, and a mysterious black tower looms over

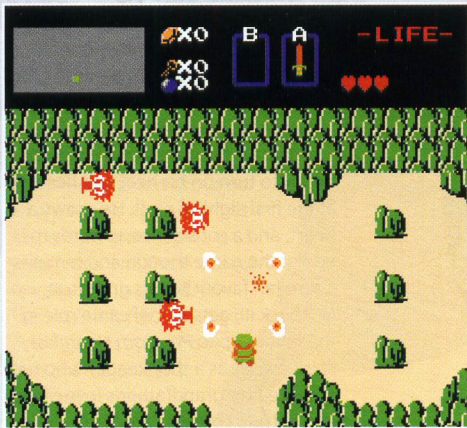
Labrynnna has much in common with *Holodrum*.

the landscape. Due to the games taking place in different time periods, we also get an idea of how it has changed over the years. Once a great sea lapped at the foot of the Nuun Highlands but later dries up leaving a more arid landscape behind.

The Legend Of Zelda

The game that started it all. Originally called *Hyrule Fantasy* upon release in Japan, it hit the shelves on these shores in 1987 with a new, more elegant title. The brainchild of Nintendo figurehead Shigeru Miyamoto, it laid down many

of the core gameplay traditions that still define the series today – the sprawling overworld map, puzzle-based dungeons to explore and a series of item upgrades. It might feel a little primitive to play these days but it still demands to be played.



It looks dated today but it's a classic game.

“It laid down many of the core gameplay traditions that still define the series today”





Linebeck

An unscrupulous sailor and Link's sidekick of sorts in *Phantom*

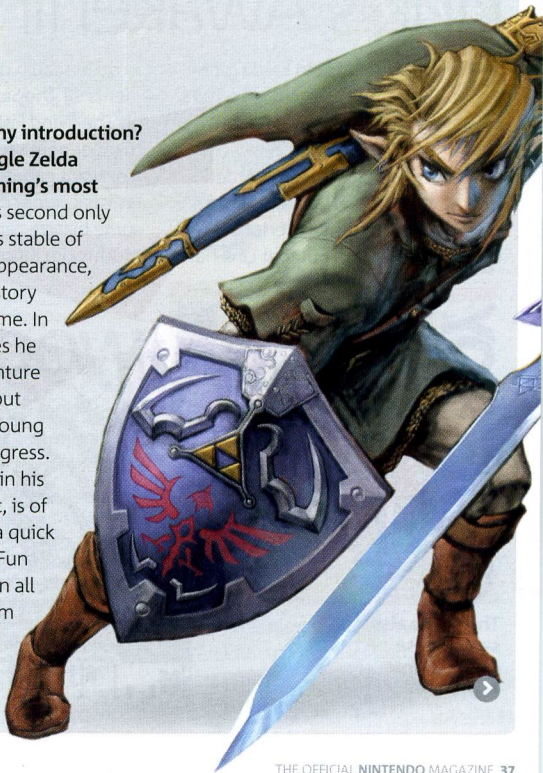
***Hourglass* on the DS. At the**

start of the game, he agrees to let Link use his boat, the SS Linebeck, to explore the ocean and sort out the evil Bellum, but only on the condition that he helps look for hidden treasure too. Ostensibly a brave, revered explorer, Linebeck is in fact a lily-livered coward all too happy to turn on his heel and flee at the first sight of peril. He grows a heart, and a conscience, towards the end of the game though and remains a firm fan favourite. His grandson, Linebeck III, gets a brief came role in the follow-up to *Phantom Hourglass*, *Spirit Tracks*, as a shopkeeper who has inherited his grandfather's love of loot and cutting corners.

Link

Does this guy need any introduction?

The hero of every single Zelda game and one of gaming's most enduring icons, Link is second only to Mario in Nintendo's stable of timeless heroes. His appearance, age and background story vary from game to game. In almost all of the games he starts out on his adventure while still just a child but often matures into a young man as the games progress. He invariably appears in his trademark green tunic, is of Hylian descent and is a quick learner with a sword. Fun fact: he's left handed in all Zelda games apart from *Twilight Princess* and the forthcoming *Skyward Sword*.



Link's Awakening

The first ever handheld Zelda game, appearing on the Game Boy in 1993. A follow-up of sorts to *A Link To The Past* on the SNES, it's an unusual game but one of the most well-regarded titles in the series. The plot sees Link shipwrecked on the mysterious island of Koholint. It turns out that Link has

to go in search of the Eight Instruments Of The Sirens in order to wake up The Wind Fish – the source of all manner of mischief on the island. It's a brilliant game, incorporating some unusual side scrolling sections and some bizarre cameos from various Mushroom Kingdom characters.

Link's Awakening is an all-time great Zelda game.



The game also saw release on the Game Boy Color.





Keep a combo going for a massive score.



Link's Crossbow Training

A spin-off title released in 2007 to launch the Wii Zapper peripheral. It was based in the same 'universe' as *Twilight Princess* and saw Link navigate his way through a number of stages set in Ordon village and the Gerudo

Desert. It features three different gameplay modes: Target Shooting – a straightforward static shooting gallery; Defender – in which you can swivel the camera in 360° and take down wave after wave of Bokoblins; and Ranger in which you can guide Link through the environment searching for enemies. It's good fun and perfect for score chasers but not an essential title.

“Good fun and perfect for score chasers but not an essential title”

A Link To The Past

The brilliant *Zelda* adventure that hit the SNES back in 1992. Known as *Legend Of Zelda: Triforce Of The Gods* in Japan, the game follows a traditional tale of a young Link setting out to save Hyrule from the evil clutches of Ganon and his minion Agahnim as they strive for world domination via the power of the Triforce. It's widely held to be

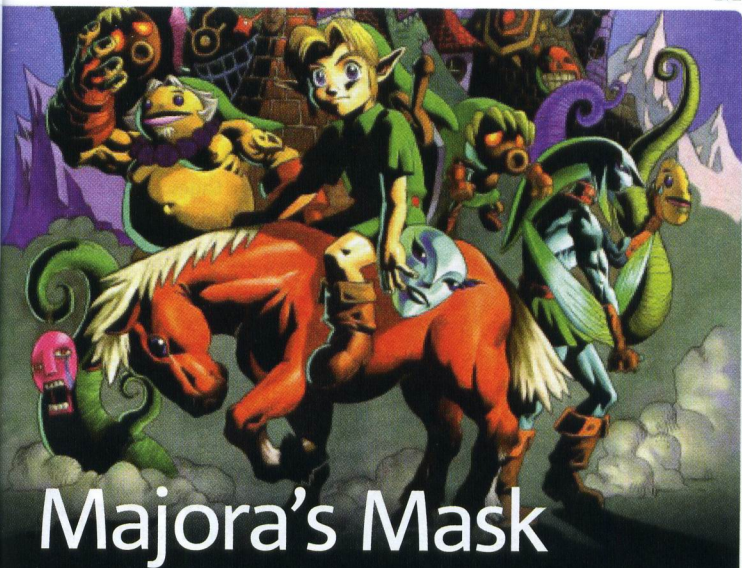
one of the finest *Zelda* games ever and the one responsible for finally polishing the gameplay formula that the franchise has stuck to ever since. A port of the game was released on the Game Boy Advance in 2003 packaged with a brand new multiplayer game, *Four Swords*. If you haven't played it, we suggest you run along and nab it off the Virtual Console. It's ace.



All the familiar *Zelda* items appear here.



***A Link To The Past* is one of the finest games of the SNES era.**



Majora's Mask

The direct sequel to Zelda classic *Ocarina Of Time*, *Majora's Mask* arrived on the N64 in 2000. It took place in a land called Termina where Link had to prevent a moon from crashing into Clock Town. Although it's one of the darkest, least accessible

Zelda games, it's also a firm fan favourite, beloved for its gothic plot, intricate side quests and brilliant dungeons. Unlike its predecessor, *Majora's Mask* required the N64's Expansion Pak in order to handle its stunning visuals.



Master Sword

A sword created by the Ancient Sages. It's blessed with the ability to destroy evil, and is a major item in most *Zelda* adventures, including *A Link To The Past*, *Ocarina Of Time*, *Wind Waker* and *Twilight Princess*. Although it is sometimes found in different locations, in most games it rests in the Pedestal Of Time, and can only be removed by a hero who is pure of heart and strong of body. In other words, Link.

“It's blessed with the ability to destroy evil”



Midna

A major character in *Twilight Princess*. Midna is a Twili who meets Link shortly after he enters the Twilight Realm. Throughout the game, Midna acts as a guide, giving Link advice and helping him out in various situations. She doesn't like the light, so when she's in the Light Realm with Link she tends to hide in his shadow. Spoiler warning! After Ganondorf is defeated at the end of *Twilight Princess* Midna is restored to her true form and, after thanking Link, smashes the Mirror Of Twilight as she returns to the Twilight Realm. As a result, it's no longer possible to get between the Light and Twilight Realms.



Minish Cap features the Picori race.



The Minish Cap

The 12th game in the series. The game tells the story of Link and Zelda attending the Picori festival in Hyrule. Vaati turns up at the festival and wins the swordfighting tournament, then breaks the legendary Picori sword and turns Princess Zelda to stone. On his way

to seek the Picori's help, Link comes across Ezlo, a cap-shaped creature with a bird's head, who decides to help Link. As part of *Minish Cap* involves the creation of Link's standard green cap, some believe this Game Boy Advance is the first game in the wider Zelda timeline.



Moblin

A common enemy. The Moblin has been around since the original and has featured in many of the *Zelda* games. They look like dogs (or pigs in some games) but walk on two legs and often carry spears. Moblins were originally known as Molblins in the west but this was eventually changed

to Moblins after it became clear that Nintendo's localisation team had translated the name wrong from its original Japanese. Moblins were last seen in *The Minish Cap*, though there was one in an early version of *Twilight Princess*. It was removed before the game's eventual release, though. ➤

Most Zelda games have a fairy of some kind.



Navi

A small fairy that accompanies and helps Link in *Ocarina Of Time*. Navi is best known for her catchphrase “hey, listen”, which is jokingly acknowledged by Zelda fans as the most annoying sound in Zelda history. At the start of the game, the Great Deku Tree tells Navi to aid Link in his quest. While Navi is at first unhappy with this, not believing Link is capable of being a hero, she grows to like him. Throughout the game, Navi often tries to get Link’s attention when it seems that the player is struggling to



figure out what to do next. She then gives you hints, such as the weak spots of boss enemies or parts of dungeons you should explore. At the end of the game Navi is seen leaving Hyrule and has never been seen again since. There’s a similar fairy in the Wii version of *Twilight Princess*, but this fairy isn’t Navi.

“Navi tries to get Link’s attention when the player is struggling”



Nayru

The Oracle Of Ages, from the Game Boy Color game of the same name. When Link first meets Nayru she's pretending to be an entertainer, singing to the animals in the Forest Of Time. She's then possessed by the evil Veran and taken into the past. Link and Nayru's friend Ralph travel back in time to try and rescue her. Nayru is the protector of the Harp Of Ages, which lets whoever uses it travel through time. Nayru is not to be confused with the Golden Goddess of the same name referenced in *Ocarina Of Time* who helped create Hyrule, though it's said that's who she was named after.

“Nayru is possessed by the evil Veran and taken into the past”





Not played
Ocarina? Rectify
this at once!

Ocarina Of Time

The fifth game in the Zelda series, and arguably the most successful, critically acclaimed and influential of them all. It tells the story of Link, who has to travel back and forth through time to collect the six medallions needed to destroy the evil Ganondorf. The game's most original feature is the ocarina, which Link can use to play

12 songs that make different things happen: he can change day to night, summon a rainstorm, make Epona appear and so forth. The core *Ocarina Of Time* gameplay engine has existed (in modified forms of course) in every Zelda console adventure since, right up to *Twilight Princess* on the Wii. In short, it's a classic.



Onox

The main enemy of *Oracle Of Seasons*, and a huge character with a large ball and chain. In the game, General Onox is helping out Twinrova. By lowering the Temple Of Seasons into Subrosia, Onox mixes up the seasons in the land of Holodrum so that enough damage can be done to light the Flame Of Destruction, which in turn helps revive Ganon. After gathering all eight Essences of Nature

in the game, Link enters Onox's castle and destroys him after a gruelling battle during which Onox turns into a Dark Dragon.

“Link enters Onox's castle and finally destroys him after a gruelling battle” ▶



Oracle Of Ages

One of two Game Boy Color games released on the same day. Upon completing one of the games, the player got a password that could be entered into the other game, allowing the 'true' ending to be seen once both games were completed. *Oracle Of Ages* sees Link exploring the land of Labrynna, using the Harp Of Ages to collect the Essences Of Time. By collecting all the Essences, Link is able to defeat Veran, the evil Sorceress Of Shadows who plans to bring untold sorrow to the world by possessing Nayru, the Oracle Of Ages.



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Oracle Of Seasons

The other Game Boy Color game released on the same day as *Oracle Of Ages*, *Oracle Of Seasons* sees Link arriving in the land of Subrosia. The story sees him embark on a quest to collect the eight Essences Of Nature, while using the Rod Of Seasons to change the seasons and weather in

the land. While *Oracle Of Ages* focuses more on puzzle-solving in order to progress through the game, *Oracle Of Seasons* is very much an action-based game. A third game in the series, *Mystical Seed Of Courage*, was also in development but unfortunately was never completed.



Picori

A tiny race of creatures and the central race involved in *The Minish Cap*. The Picori can only be seen by friendly children and come from the Minish World, the door to which is only opened once every hundred years. The legend goes that many years ago when an evil army of monsters threatened the land, the Picori gave the Hero of Men the legendary Picori Sword and Light Force, which he used to fend off the evil creatures. When Vaati threatens to rule Hyrule in the game, the Picori help Link and tell him to rebuild the Picori Sword to save the day.

“The Picori can only be seen by friendly children”





You control Link with the DS stylus.

Phantom Hourglass

The 14th main game in the series and the first Zelda game for the DS. It's a direct sequel to *The Wind Waker* and takes place only a few months later. While sailing the seas, Tetra is kidnapped by ghost pirates

and Link, trying to save her, falls into the sea and is washed up on Mercay Island. It's up to Link to find Tetra by first restoring the spirits of Power, Wisdom and Courage. A cracking title with genius touch screen controls. ➤



Postman

A character who appears in many of the Zelda games. As you may expect from his name, he's a postman, and delivers letters to Link at various times in the game. Although the Postman doesn't usually say a great deal (at least when it comes to voice acting), in *Twilight Princess* he sometimes hums the classic "you found something" sound effect as he gives Link a letter. The Postman also has a few small roles in some of *Majora's Mask's* sidequests, as well as offering Link the ability to play a Mental Training game in which the player has to press 'A' after exactly ten seconds. He's certainly a peculiar character but brings some welcome eccentricity to the series.

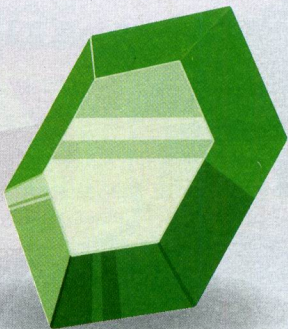
"He brings some welcome eccentricity to the series"

Rupee

The unit of currency in Hyrule and the other lands in the Zelda universe.

Rupees come in different colours, with differently-coloured rupees worth different values. These colours and values change with every game, but for the most part it's been the case that green = one rupee, blue = five rupees, red = 20 rupees and purple = 50 rupees. Naturally, the more a rupee is worth then the harder it is to find in a game. Rupees can be used to buy items from shops or pay

various people to take part in mini-games. Tingle's spin-off games both focus entirely on collecting as many rupees as possible.



The Sacred Realm houses the Triforce.



Sacred Realm

A mythical parallel world created by the three Golden Goddesses in order to hold the Triforce. In the middle of the Sacred Realm is the Temple Of Light, which is where the Triforce is located. In *Ocarina Of Time*, Ganondorf gains access to the Sacred Realm and tries to take the Triforce,

but since his heart is unbalanced he only gets the Triforce of Power. The Sacred Realm, now under Ganondorf's control, transforms into the Dark World, which is then sealed away by the Seven Sages at the end of the game. It's also referenced in *A Link To The Past* and *Twilight Princess*.

Seven Sages

A group that helps Link in *Ocarina Of Time*. Each Sage represents one of the races in Hyrule. Rauru (a Hylian) is the Sage of Light, Saria (a Kokiri) is the Sage of Forest, Darunia (a Goron) is the Sage of Fire, Princess Ruto (a Zora) is the Sage of Water, Impa (a

Shiekah) is the Sage of Shadow, and Nabooru (a Gerudo) is the Sage of Spirit. The seventh and final Sage, and leader of the Seven Sages, is Princess Zelda. Together, the Sages seal Ganondorf safely away in the Sacred Realm.



The Seven Sages play a major role in *Ocarina Of Time*.



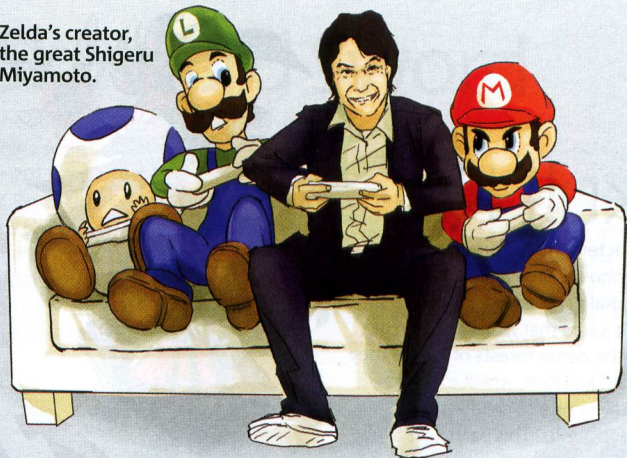
Sheik

A ninja-like character from *Ocarina Of Time*. Sheik appears at various points in the game to help Link out by giving him info and teaching him new songs. It later emerges that Sheik is Princess Zelda, who has used magic to disguise herself as a Sheikah to avoid capture by Ganondorf. Although Sheik looks male, Zelda's magic merely changed her skin, hair and eye colour. Everything else is all down to the clothing. Sheik also appears as a playable fighter in *Super Smash Bros. Melee* and *Brawl*, and has the ability to transform into Princess Zelda during a fight. Basically, she's a tough cookie. Princess Peach, we're hope you're taking notes.

“Sheik is actually Zelda, who has used magic to disguise herself”



Zelda's creator,
the great Shigeru
Miyamoto.



Shigeru Miyamoto

The creator of the *Legend Of Zelda* series, as well as the likes of *Mario*, *Donkey Kong*, *Star Fox* and many others. Miyamoto's inspiration for the original *Legend Of Zelda* came from his love of exploration as a young boy. He would often wander around the caves and forests near his childhood

home, discovering new things. Many of the *Zelda* games have been heavily delayed thanks to Miyamoto's desire for perfection: he once famously said "a delayed game is eventually good, a bad game is bad forever". Miyamoto is left-handed, and this is the reason Link is also left-handed.



Skull Kid

A character who features briefly in *Ocarina Of Time* and is then one of the main characters in *Majora's Mask*. It's said that when children get lost in the dense forests of Hyrule they become Skull Kids, which explains why they're nice to children but hostile to adults. This particular Skull Kid obtains the mystical Majora's Mask by taking it from the Happy Mask Salesman. The powerful mask somehow takes over Skull Kid and causes him to be the one responsible for most of the disastrous events that go on to happen throughout the game, including the moon plummeting towards Clock Town. At the end of the game the mask eventually leaves Skull Kid and Link befriends him.



“When children get lost in the forest they become Skull Kids”

Skyward Sword

The 16th game in the *Legend Of Zelda* series, due to be released early in 2011. In it, Link is living in the land of Skyloft, which is located high above the clouds. While searching for a 'lost and valuable friend' (whose identity is still unknown as of yet), Link is forced to travel to a land below that's been taken over by evil forces. The

Skyward Sword, a powerful blade that will later become the Master Sword, allows Link to travel between the two worlds. The game makes use of the Wii MotionPlus attachment, giving the player full control over Link's sword swipes. Look out for a bunch of new items, such as the Beetle, and a gorgeous new art style.



Skyward Sword
Takes flight
early next year.



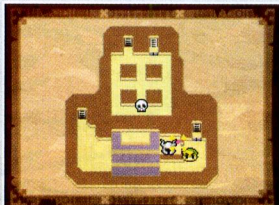
Slingshot

The slingshot is a classic Zelda item.

A weapon that features in numerous games, including *Oracle Of Seasons*, *Ocarina Of Time* and *Twilight Princess*. As well as being able to stun or do damage to enemies, the slingshot also allows Link to hit various things that he couldn't



normally reach, like switches for example. It's also used in a few mini-games, such as the Hyrule Castle Town Shooting Gallery in *Ocarina Of Time*. The slingshot is the first main item Link receives in *Twilight Princess*, and has been confirmed to feature in the upcoming *Skyward Sword* too.

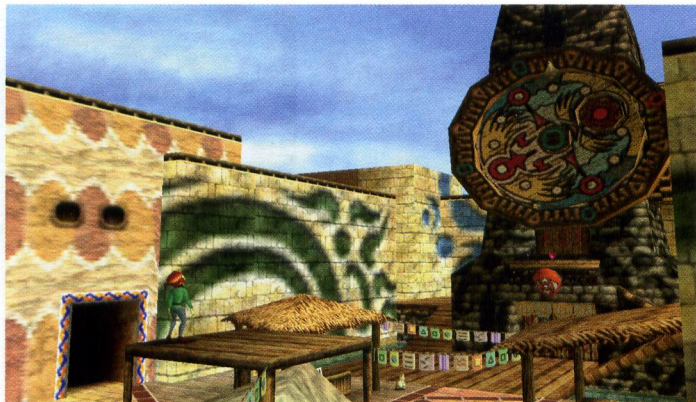


Spirit Tracks

The 15th game in the Zelda series, and the second to appear on DS. This is a sequel to *Phantom Hourglass* and features a similar visual style and stylus-only control system. Set approximately 100 years after *Phantom Hourglass*, it tells the story of a new Link, tasked by Princess Zelda with finding out why the magical train

You can possess enemies in *Spirit Tracks*.

tracks used to bind the evil Demon King Malladus are disappearing throughout the land. The game is also unique in that it's the only game in the main Zelda series that actually allows players to play as Princess Zelda. You can control her spirit and have her possess enemies to make them do your bidding.



Termina

Termina is one of
Zelda's stranger
locations.

The mysterious setting for *Majora's Mask* on the N64. When Link chases after Skull Kid at the beginning of the game, he falls down a hole and ends up in the land of Termina. Although the geography of Termina is very different from that of Hyrule, many of the people Link meets have similar counterparts in Hyrule so,

although it's never confirmed, many believe that it's some kind of parallel version of Hyrule. Clock Town is Termina's major city, and it's here that the Moon will crash in three days' time if Link is unable to put a stop to it. The Great Bay in Termina features as one of the stages in *Super Smash Bros. Melee*.



Tetra

A female pirate who's appeared in every single one of the 'toon' Zelda games (*Wind Waker*, *Phantom Hourglass*, *Spirit Tracks*) in some form or other. Tetra first meets Link in *The Wind Waker* when he rescues her from the Forest Of Fairies. Although she doesn't trust him at first, she lets him travel with her and her crew so he can reach the Forsaken Fortress and rescue his sister. It later emerges that Tetra is actually Princess Zelda, and a key part of Ganon's evil scheme for world domination. In *Phantom Hourglass* she retains her pirate get-up, even though at the start of the game her crew jokingly call her Zelda to annoy her. Although she only has a

cameo role in *Spirit Tracks*, the version of Princess Zelda in that game is Tetra's granddaughter. ▶

"A female pirate who has appeared in every single one of the 'toon' Zelda games"



Tingle

An odd, eccentric little elf with an unnatural love for Rupees. His first appearance in the *Zelda* series was in *Majora's Mask*. Although he's appeared as a non-playable character in five of the *Zelda* adventures, Tingle has been popular enough to star in a few games of his own. *Freshly Picked Tingle's Rosy Rupeeland* was the only one to get a release in Europe, but he

also starred in *Tingle's Balloon Fight* (a Japan-only Club Nintendo game) and the recent *Colour Changing Tingle's Love Balloon Trip*, which is a parody of *The Wizard Of Oz*. No news on a UK release unfortunately. Tingle's one of the more flamboyant, unique characters in the *Zelda* universe and as a result he's both loved and hated by fans in equal measure.



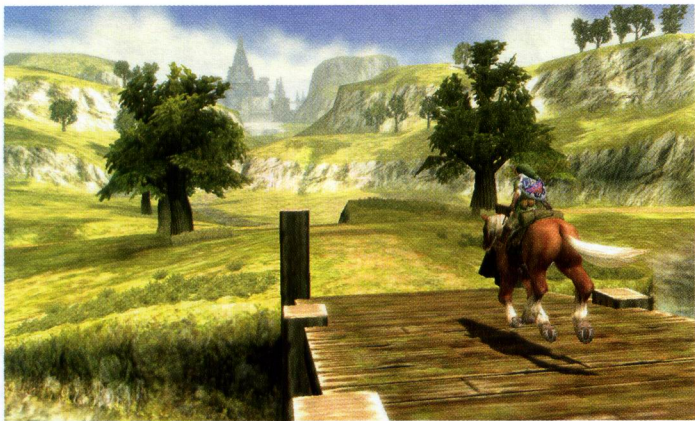
Triforce

The Triforce is a sacred golden item that grants immense power, wisdom and courage to whoever claims it. The Triforce is so powerful that Hyrule's entire fate depends on who obtains it. If someone with a pure heart (i.e. Link) gets it, Hyrule is destined for peace. If someone with an evil heart (i.e. Ganondorf)

gets it because they seek its power, they can take over Hyrule and rule it. The Triforce originally consisted of two parts – the Triforce Of Power and the Triforce Of Wisdom – then the Triforce Of Courage was introduced in *Zelda II: The Adventure Of Link*.

“A sacred golden item that grants immense power”





Twilight Princess

The 13th game in the series, *Twilight Princess* was released on both Wii (as a launch game) and GameCube. A

much darker adventure than previous Zelda games, it saw Link travelling to the Twilight Realm, meeting Midna and turning into Wolf Link. Once again Link must put an end to the

evil Ganondorf, who this time plots to take over Hyrule from the Twilight Realm. The Wii and GameCube versions of the game are flipped, meaning not only that Link is left-handed in the GameCube version and right-handed in the Wii version, but that the dungeons are also different.

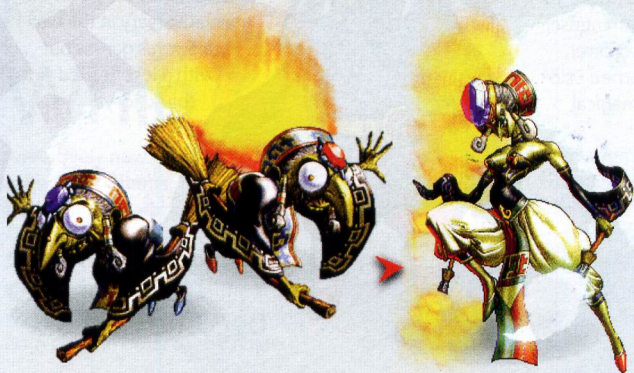
Twinrova

Two spirit witches, named Kotake and Koume, who have appeared in a number of Zelda games.

They're perhaps best known for their appearance in *Ocarina Of Time*, where they appear in a boss fight in the Spirit Temple. Kotake is the Sorceress of Ice and Koume is the Sorceress

of Fire. Despite them both being surrogate mothers to Ganondorf, both Kotake and Koume are helpful in *Majora's Mask*. Kotake runs the Magic Hags' Potion Shop, while Koume runs the Swamp Boat Tour.

“Two spirit witches named Kotake and Koume”



Vaati

The main enemy in *The Minish Cap*, *Four Swords* and *Four Swords Adventures*. Vaati was a Minish

who was obsessed with evil.

His master, Ezlo, made a magical cap that could make humans' wishes come true, but Vaati stole the cap. He then used its power to transform himself into a sorcerer, then turned Ezlo into a magical



cap himself. It's this cap form of Ezlo that Link then encounters in the game.

Throughout *The Minish Cap*, Vaati constantly seeks the Light Force, which he needs to become god-like. He eventually finds it in *Zelda* but even though he gets it and transforms into a monster, Link still manages to defeat him. He's also the main adversary in the two *Four Swords* games but with a less fleshed-out backstory.

“Vaati seeks the Light Force to become god-like”

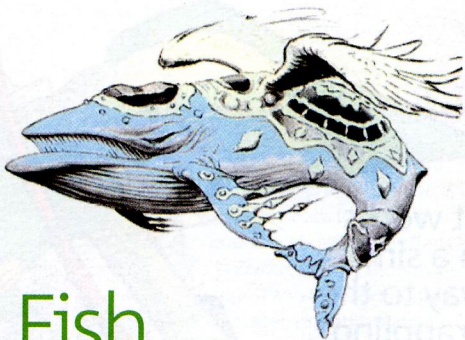
“It works in a similar way to the grappling hook”

Whip

A relatively new addition to Link's collection of items. The whip made its debut appearance in *Spirit Tracks* and can be found in the Ocean Temple. It works in a similar way to the grappling hook in *The Wind Waker* and is used to let Link swing from poles in order to reach new

areas. It can also be used to remove thorns from trees, hold on to flying propellers and grab onto birds, allowing Link to be carried by them. The whip will return in *Skyward Sword*, where it will feature as a weapon that can be activated by flicking the Wii Remote.





Wind Fish

A large, flying whale-like fish god who is believed to be the creator of Koholint Island in *Link's Awakening*.

The Wind Fish lies atop Tamaranch Mountain on the island. Later on in the game, Link is informed that the Wind Fish is a sleeping god and that

“The creator of Koholint Island in *Link's Awakening*”

Koholint Island is simply its dream. If the Wind Fish were to wake up, the dream would be over and Koholint Island would be no more. This presents a dilemma for the player, because while the overall aim of *Link's Awakening* involves getting Link off Koholint Island, it also means that to complete the game you have to wake the Wind Fish up, meaning everyone living on Koholint Island would technically be destroyed.



The Wind Waker

The tenth game in the *Legend Of Zelda* series and the first to be released for the GameCube. The game takes place hundreds of years after *Ocarina Of Time* and sees Link setting out to rescue his sister Aryll, who's been kidnapped. The release of *The Wind Waker* split Zelda fans

down the middle thanks to its unique art style: it was the first game to feature the 'toon' version of Link, as up until that point the series' art style was fairly realistic and serious. It was a fantastic game, however, and was popular enough to spawn two sequels on the DS. >

Wolf Link

The form Link occasionally transforms into in *Twilight Princess*.

When Link is sent to the Twilight Realm in the game and meets Midna, he turns into Wolf Link. Midna believes that Wolf Link is the “divine beast” that the rest of the Twili have long believed will free them and turn them back into their original form. Although

Wolf Link is unable to use items like he can in his human form, he does have heightened senses and much greater speed and agility. He can also detect the spirits of Hylians trapped in the Twilight Realm and at certain points could howl different melodies to summon the Golden Wolf and learn new skills.





Yeto

A large yeti character who features prominently in *Twilight Princess*. Yeto lives in the Snowpeak Ruins mansion with his ill wife, Yeta. Yeto owns a shard of the Mirror of Twilight, which Link needs to complete to restore the link between Hyrule and the Twilight Realm. After you complete the

Snowpeak Ruins mission and defeat the boss at the end, Yeta is cured and both she and Yeto will then be able to challenge Link to a snowboard race from Snowpeak Top. It's not known why, but Yeto wears a saddle on his head as a hat. Suffice to say, he's one of the strangest Zelda creations.

Zant

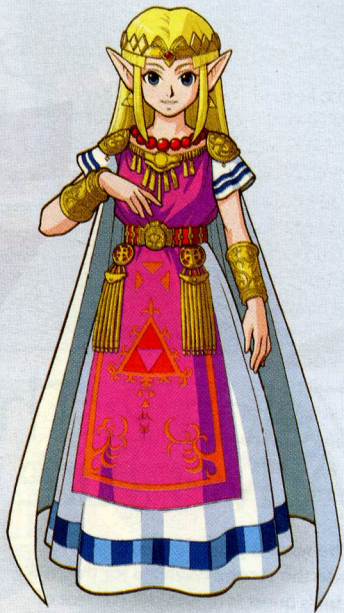
The King of Twilight, and the other major enemy in *Twilight Princess* alongside Ganondorf.

Zant was annoyed that Midna had become the ruler of the Twilight Realm, so when Ganon appeared to him and offered to give him some of his power, he accepted. Zant overthrew Midna and became the King of the Twilight Realm, turning Midna into an imp in the process. Believing the world of Hyrule belonged to the Twili race, Zant then began to shroud the whole of Hyrule in twilight, but was eventually stopped by Link and Midna. Later in the game Zant is finally defeated by Midna, before the climactic showdown with Ganon.



Zelda

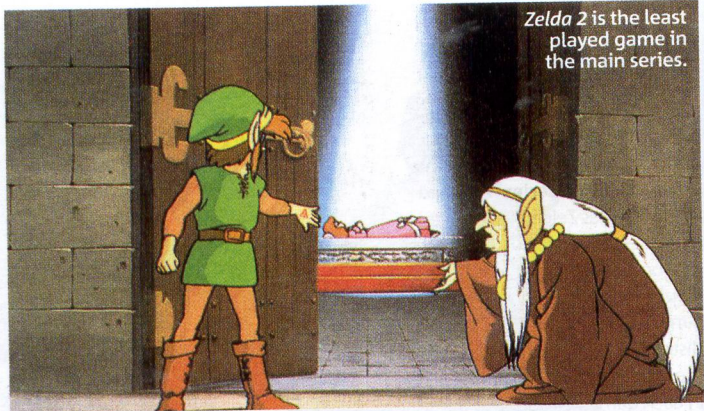
The crown princess of Hyrule, and the character that the whole *Legend Of Zelda* series is named after. Princess Zelda has featured in almost every *Legend Of Zelda* game (the only one she isn't in is *Link's Awakening* on the Game Boy) and almost always plays the 'damsel in distress' role, though her power often sees her helping Link to some extent in each game. Throughout the series, Zelda has had numerous alter-egos and roles including her disguised appearance as Sheik, Tetra the pirate and her job as the leader of the sages in some of the games in the series. Although she is rarely playable, she did feature in *Super Smash Bros Melee* and *Super Smash Bros Brawl*.



“Princess Zelda has appeared in almost every single Legend Of Zelda game”



Zelda 2 is the least played game in the main series.



Zelda 2: The Adventure Of Link

The second game in the series and also the second released for the NES. Link's quest is to find the Triforce of Courage and return it to the Northern Palace to awaken Princess Zelda, who's been put to sleep by an evil wizard. *Zelda 2* took an interesting

approach, as it's the only Zelda game that's a 2D side-scroller. Link also has an experience system (much like an RPG) where he can level up his abilities. Link is also able to cast spells in battle, allowing him to enhance his own abilities.

Zelda: The Wand Of Gamelon

One of the three Zelda games released on the Philips CD-i console.

The Wand Of Gamelon is a side-scrolling action game in which the player controls Princess Zelda, who has to rescue Link and King Harikinian. The game is widely accepted to be

the worst Zelda game ever created due to its hideous controls and its hilariously bad cutscenes. Since it wasn't developed by Nintendo, it's not considered part of the 'real' Zelda series. In fact, most Zelda fans like to pretend it doesn't really exist.



Leave this game well alone – it's a stinker!





This isn't as bad as it looks. It's much worse.

The game features terrible FMV cutscenes.



Zelda's Adventure

Another Zelda-based game that was released on the infamous Philips CD-i system. It's a top-down adventure game that uses real-life digitised actors as its graphics and in-cut-scenes. The game puts you in the role of Zelda, who has to fight her way through the seven shrines of the

Underworld in order to bring peace to the land of Tolemac by collecting celestial signs. As with the other CD-i Zelda games, *Zelda's Adventure* isn't considered part of the main Zelda series since Nintendo more or less had nothing to do with it. And, frankly, it shows.

“The Zora are a water-dwelling race of fish-like creatures”

Zora

A race that has featured in numerous *Zelda* games since *Ocarina Of Time* on the N64. The Zora are a water-dwelling race of fish-like creatures who are generally hospitable and friendly towards Link. Notable Zoras include King Zora (the ruler of Zora's Domain in *Ocarina Of Time*) and Princess Ruto (the king's daughter who Link has to rescue from inside Lord Jabu-Jabu's stomach, also in *Ocarina Of Time*). In *Majora's Mask*, Link is able to don a Zora Mask which turns him into Zora Link. In this form Link can swim much faster than he ever has before, and can leap into the air from the surface like a dolphin. It's thought *Wind Waker's* Rito race are descended from the Zora.





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