



FINAL WORD

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Kid Stuff, A State of Nintendo Address



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Shoe: I cannot STAND Zelda's new look for GameCube. What's going on with the Tom & Jerry antics? This isn't the Acme Hour. This is freakin' Zelda, one of the coolest franchises in gaming history! This Looney Tunes business should've been saved for a new game, or even Mario. Not Zelda....

Chris: All you whiny babies who think Zelda's new look is poo-poo can go suck it. If you want the same kind of game year after year, system after system, go play Tomb Raider. This is all about reinventing a character that we've all grown up with. I'm excited the series is going in a different direction, one that'll hopefully be successful in capturing that same kind of magic when we all played Zelda 64 for the first time. I agree that the Tom & Jerry antics in the demo don't feel right for the series' past. But the battling, character design and animation look great. Who knows, even with the physical comedy, it could be amazing. At least it's not called Legend of Zelda: Attack of the Clones.

Kraig: Just because it's different doesn't mean it's good. Go take that reinvented crap and apply it to a different game. Leave my Zelda games alone!

Greg: I still say it's not right. Man, the darker atmosphere of Majora's Mask and then that cool, older demo of Link fighting Ganon on the GameCube had me psyched for a grown-up Zelda game. I mean...the new game will likely be awesome, but now I'll always be wondering what could have been. And what the hell is up with the slapstick comedy?

Mark: Look at Zelda: Link to the Past on the Super Nintendo. That game did *not* try to look realistic *at all*; it went for the cartoony style as well. Zelda's new look may not be a continuation in the same direction as the last two games, but it's not out of step with the series as a whole. As for the more slapstick elements, they may have been there just for the sake of the video clip at Spaceworld; who knows? Give it a chance and wait until you can play it before you decide if it works better

for this specific game than a more "realistic" style would have...

Shoe: I'm not saying it won't play well. I'm just saying that video makes the new Zelda look dumb.

Mark: I'm not saying you're saying it won't play well. I'm saying you should wait to see what the game plays like before deciding what kind of style would work better for it.

Shoe: You are wrong. I am right.

Mark: Your mama.

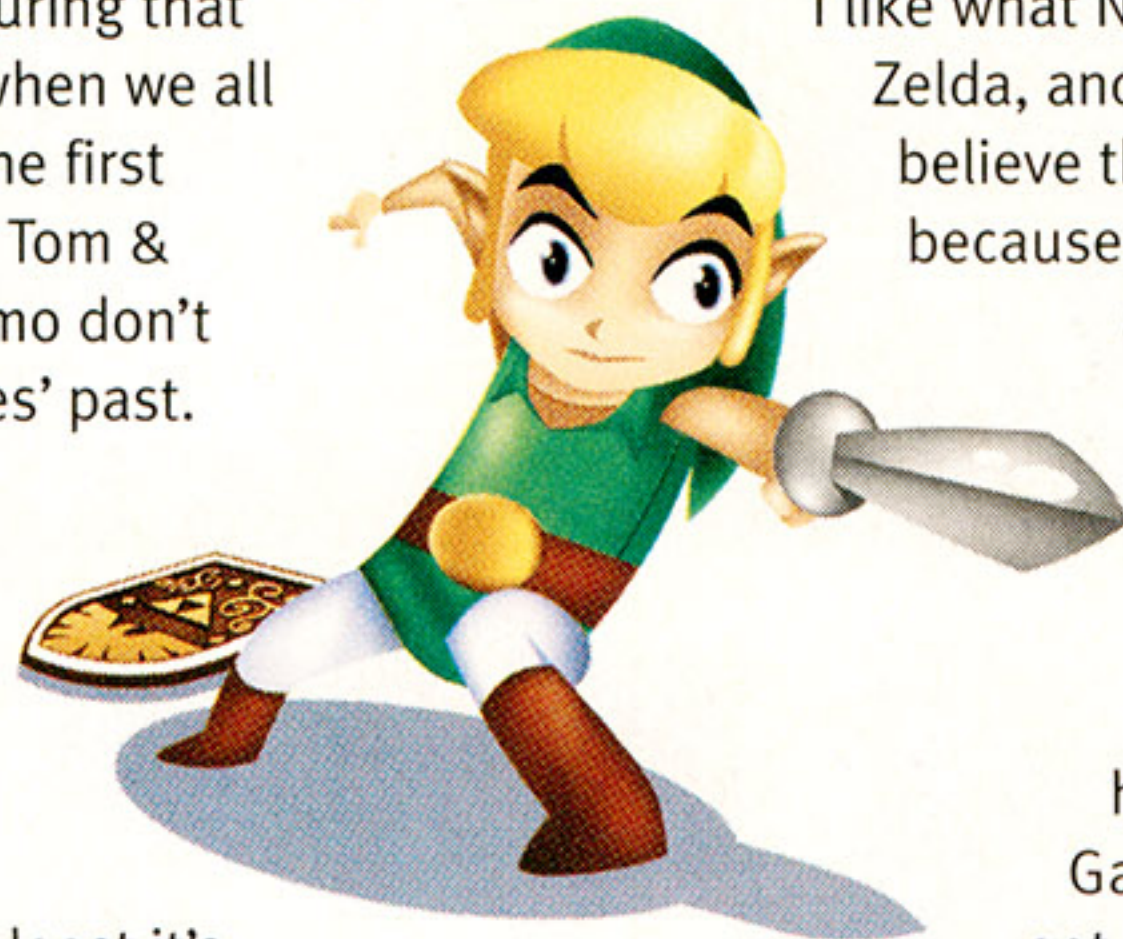
Milk: You guys (except CJ and Mark) are all punks. So what if the "new" Zelda is whimsical? Since when is Ocarina of Time or Majora's Mask the de-facto standard?

I like what Nintendo has done with Zelda, and I find it hard to believe that you wouldn't play it because it's too cute. I'm always up for a new experience. While we're on the subject, I think Mario Sunshine kicks all kinds of asses. I can hardly wait for my GameCube to get here.

Greg: Hey, I'll play the darn game. And I've got nothing against "whimsical." Hell, I work with the most whimsical staff on the planet (especially Chris "CJ" Johnston). I just think the style in the new Zelda looks stoopid.

John: I'm torn on this one. On one hand, I thought the video Nintendo showed of Zelda was really beautiful—the animation was wonderful, and the bits of gameplay they showed looked exciting and fun. It's like they took the artwork out of the old Nintendo Zelda instruction manual and turned it into a game. On the other hand, I'm going to be really sorry if we never get to see a new Zelda game using the original Ocarina-style engine.

Che: I'm with Shoe on this one. Giving Zelda that cartoony look is like when Superman got a mullet in the late '80s in an attempt to make that old stick-in-the-mud hip again. Don't get me wrong, I think it's cool that we can now play a cartoon in real time, but it just doesn't feel right for Zelda. Speaking of weird, what's with Metroid Prime looking like some of its levels take place on Tatooine? That's wack.



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