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1991 Games action-adventure Posted by Nintendo in 1991 Video gameThe Legend of Zelda: Link the smuggler American Box ArtDeveloper (s) Nintendo EadPublisher (s) NintendoDirector Takashi Tezukaproducer (s) Shigeru Miyamotoprogrammer (s) Yasunari Soejima Toshihiko Nakago Artist (s) Masanao Arimoto Tsuyoshi Watanabe writer (s) Kensuke Tanabe composer (s) Koji KondoserSeryhe Legend of Zeldaplatform Form (s) Super Nintendo Entertainment Systemrelease[P: November 21, 1991 [1] NA: April 13 1992EU: September 24 1992Genre (s) action-aventuremode (s) single-player the legend of Zelda: link to the past [a] is an action-adventure game developed and published by Nintendo for the Super Nintendo Entertainment System. It is the third game of the Legend of Zelda series and was released in 1991 in Japan and 1992 in North America and Europe. The story is officially set for many years before the events of the first two Zelda games. The player assumes the role of the link while trips to save Hyrule, defeating the Demon King Ganon and save the descendants of the seven sages. Return to a top-down perspective, similar to the original The Legend of Zelda, dropping the side-scrolling gameplay of Zelda II: The Adventure of Link. Introduced series staples like parallel worlds and objects including the main sword. Released to critical and commercial success, a link to the past was a landmark game for Nintendo and is considered one of the greatest video games of all time. Over four million copies were sold worldwide. A link to the past was later taken to the Game Boy Advanced as a link on the top and the four swords, and it was brought for the Wii. Wii U and New Nintendo 3DS via the virtual console by Nintendo and Nintendo Switch Switch online . In 2017, Nintendo rerede a link to the past as part of the Super Nes Classic Edition. [2] A spiritual successor, the Legend of Zelda: a link between worlds, was announced and released for Nintendo 3DS in 2013. [3] [4] Gameplay area in the world of light (top), and the same found in the dark world (bottom) instead of using the side-scrolling perspective introduced by Zelda II: the adventure of the link, a link to the past returns to a top perspective Similar to what the original legend of Zelda. While a link to the past and still uses mechanical concepts from the original game, it also introduces new elements and innovations. For example, the arrows are now separate elements, since © bombs are original, instead of using a rupee to shoot an arrow. A link to the past also takes the adventure of connecting concepts, such as the lamp. The connection control is more flexible than previous games, since © can walk diagonally and can work with the help of Pegasus Boots (Pegasus Shoes in the GBA version). The link sword attack has been improved to oscillate laterally instead of simply stab forward; This gives his sword a wider range and makes the fight easier. The connection swings his sword attack as the default in future Zelda games, even if cleaning is possible even in the later 3D incarnations. [5] [6] [7] [8] The articles and recurring techniques have been introduced in a link to the past, as the bookshot, the main sword, the attack on rotation and the Pegasus Boots. Cardiac containers that increase the maximum player health (successful points) are present, but many are divided into "pieces of heart", four of which make up a heart container. Most of them is well hidden, adding the play value to the game. All dungeons are multi-level, requiring a link between walking the floors and sometimes fall through the holes On lower levels. [5] [6] [7] [8] A link to the past is the first appearance of what would be subsequently become an important Zelda brand: the existence of two parallel worlds including the player travels. The first, called the world of light, is the ordinary Hyrule. The second is the dark world that was created when Ganon has corrupted the sacred kingdom. The obscure world is a decomposed version of Hyrule. Each position in the world of light corresponds to A A Position in the dark world, usually with a similar physical structure, but an opposite nature (e.g., a desert in the world of light corresponds to a swamp in the dark world, a quiet village in the world of light corresponds to a dilapidated city of thieves in the dark World), [5] [6] [7] [8] The link can travel from the dark world to the world of light in almost all external ubilt using the magic mirror, and can go back to the dark world again from the same location using a temporary portal left behind a map of where reappears in the world of light. Otherwise, the connection must use hidden positions of Warp in the world of light to travel from the world of light to the dark world. The journey between worlds allows puzzles in a link to the past that exploits the structural differences between the light and dark worlds, such as linking can travel in areas otherwise inaccessible by deforming in a world parallel seats but accessible in the other world. [5] [5] [5] [5] [5] [6] [7] [8] [9] Synopsis Setting players take on the role of the protagonist of the series connection, a young man who lives with his south uncle Hyrule castle. The Princess Zelda, a descendant of the seven sages, is held prisoner in the dungeon of the castle Agahnim, an insidious magician who has exposed a chain of events to release the dark master of her. Sahasrahla, a descendant of those who forged the main sword of her mentors connect the search for her. [5] [10] The antagonist Ganon series remains sealed in the dark world, the former sacred realm corrupted by magic magical about him. It is revealed later in the game that Agahnim is an avatar Ganon, used by the king of evil to infiltrate the world of light. History Further information: Imaginary History of the Legend of Zelda A Link to the past is a distant prequel to the original Legend of Zelda and Zelda II: The Adventure of Link, [11] [12] [13] and within the Official history it is the first game in the timeline "hero defeated" that links to a scenario of alternative reality that the hero of the time can not ocarina of time. What it translates into Ganon imprisoned in the sacred kingdom in its dark beast form of desperation. Having successfully rallied all three pieces of triforce, you desire evil Ganon have transformed the kingdom into the dark world. [14] At the beginning of the game, link, the last descendant of the Knights of Hyrule, is living with his uncle. One night, he is awakened by a telepathic message from Princess Zelda, who says she's been locked in the castle dungeons of Hyrule from a mysterious wizard. Agahnim. After his uncle leaves, however, the link follows him through the rainy night to dungeon beneath the castie of Hyrule. When he arrives, he finds his mortally wounded uncle, and is said to save the Princess Zelda, receiving the sword and shield of her before she died shortly after. Links navigate the castle and rescue Zelda from her cell, and the two flee through a secret passage into the sewers leading to a sanctuary. [15] The link has been told by the priest in the sanctuary that Agahnim, a magician who has usurped the throne and bewitched the king's soldiers, are planning to break a seal made hundreds of years ago by the seven wise men to imprison the Dark wizard Ganon in the dark world, which was known as the sacred realm before Ganon, then known as Ganondorf, it has invaded, he obtained the triforce and used his power to engulf the kingdom in the darkness. Agahnim intends to break the seal by sending the descendants of the seven sages in the dark world. The only thing that can defeat Agahnim is the main sword, a sword forged to fight the evil that can only be handled by the hero chosen. To prove that he's worthy of having it handled, the link needs three magical pendants, which represent the virtues of courage, wisdom and Hidden in the dungeons kept by mythical defenders. On his way to recover the first one, she meets an elderly, Sahasrahla, who becomes the mentor of her. After recovering the pendants, the link takes them to the place of the main sword. As a link draws the sword from her pedestal, Zelda telepatically calls call At the sanctuary, informing him that Hyrule Castle soldiers arrived. Connection arrives in the sanctuary moments after the soldiers left free, where he learned from the dying priest that Zelda was taken at Hyrule Castle. Connection goes to the rescue of him, but it comes too late; Agahnim Send Zelda to Dark World. Connection then deals with Agahnim in battle and defeats it, but sends the Dark World link as well. [15] To save Hyrule, link must save the descendants of the seven sages from secret scattered for the Dark World, each guarded by one of Ganon's chairs. Once the seven girls are released, they use their power to open the Ganon tower gate, where Link is facing Agahnim once more, which creates two gustral spectra each powerful as he is. After links Defeat Agahnim for a second time, Ganon's spirit rises from the body of him, turns into a bat and flies away. Connection pursues ganon and compares with him inside the pyramid of power at the center of the dark world. After a battle with a consequent death of Ganon, linking the triforza and restores the dark world and Hyrule to their previous state, brings the uncle and the back priest to life, restores the father of Zelda, the true king, and returns the part back sword teacher at his place of rest. Development in 1988, the development of a new Zelda for NES has begun, but a year later, the project was brought to the next Nintendo console: Super famicom in Japan. Entertainment System Super Nintendo in other regions. [16] Manufacturer Shigeru Miyamoto Originally intended for the game to characterize a "one that consists of the protagonist, which is a mix between an elf and a fighter, a magic user, and a girl." [17] Thanks to the success of the previous Zelda games, Nintendo was able to invest a big budget and wide development time and resources in the production of the game. [18] At the moment, most SNES game cartridges had 48, MBIT (512 KB) of storage space. This game broke the trend using 88, Mbit (18, MB), allowing the Nintendo development team to create an extraordinarily expansive world for linking to live. [19] As a Super Mario World, this game used a simple graphic compression method on SNES, limiting the color depth of many tiles for eight colors instead of the tiles 16 native colors of the SNES. The tiles have been decompressed during execution with the addition of a bit that leads to the color index of each pixel. The storage space has also been saved by the duplication Elimination: the World Light and Dark World are almost identical in the layout (although with different texture tiles), and the dark world exists in the Roma only as a "overlay" of the World Light . The script was written by series Beginner Kensuke Tanabe, [20] While Yoshiaki Koizumi was responsible for the fundamental history explained in the instruction manual. [21] Due to time constraints, some functions have been cut from the final version, such as the chance of fire causes in grassy areas (which would then be incorporated into The Legend of Zelda: Four Swords Adventures). [22] Music The score was composed, arranged and produced by Koji Kondo. The Overworld theme of The Legend of Zelda ("Hyrule Overture") returns to a bond with the past, redone in S-SMP style. The theme is also present in "World Light Overworld" and in "End Credits". In Link To the Past has helped establish the musical core of the Zelda series. While the first game was born the "Hyrule Overture", many recurring reasons for Zelda scores come from to link to the past, including "Lullaby di Zelda" (of Princess Zelda Theme), "Ganondorf theme", "Castello of Hyrule" (Royal Family Theme)," Kakariko Village "and" / Fairy Cave Screenshot Selection. "These themes were used in the next The Legend of Zelda. [23] A soundtrack for Kamigami Non Triforce, entitled The Legend of Zelda: Sound and Drama, was distributed by Sony Records in Japan on June 22, 1994. The first record is 44 minutes long and has the rearranged versions of a selection of game themes, along with a drama bonus track. The second disk contains 54 minutes of original original regime The game and those of the original NES game. [24] [25] Location Localization in English included changes to the original Japanese game. The most common change was the removal of religious references to comply with Nintendo of the guidelines of America's contents. The most obvious change was made to the subtitle, which was renamed by Kamigami no Triforce (illuminated "Triforce of the gods") to a connection to the past. The "sanctuary" in which Zelda hides is modeled on the Christian chapel, with rows of banks, glazed, glazed, a harvest and altar raised, but does not contain evident religious symbols and the dialogue of the characters inside has been simplified for Remove religious implication. The font used to represent an illegible language, Ilian, originally had drawings of a vulture and an ank. These drawings were based on Egyptian hieroglyphics that bring religious meanings and have been modified in the English version. The location has also changed the print details included in the instruction manual. The Agahnim priest became a magician, and the background of him, who originally implied that it was sent by the gods, was amended to remove any heavenly origins [26]. Reception RecisigragateGregategarsGregarsCoregbasnesgamerankings92% [28] 93% [27] Metacritic95 / 100 [29] Review ForceSpulationScoreGBasNesilangame [31] [30] Dragon [32] EGM35 / 40 [33] FamitSu39 / 40 [33] GamePro5 / 5 [36] 5/5 [35] GAMESPOT9.2 / 10 [37] IGN9.7 / 10 [38] Nintendo Power4.9 / 5 [28] SNES FORCE93% [39] AwardsPublicaVardCoCago TribuneBest Game of the Year (1992) [40] Monthly Sequel Electronic Gami (1992) [41] Entertainment Weekly. [42] Next Generation. [43] Popular mechanics [44] Best game of all Time94. [45] Gamereactor. [46] Ign [47] [48] Best game of all Times (Runner-up) GamePro. [49] Kotaku [50] Best Game of the Generation A link to the past was a commercial success at the time of release. In Japan, it was the most selling version of 1991. [51] In the United States, it became the third most sold game of 1992 (under Sonic The Hedgehog 2 and Street Fighter II) with a million units sold. [52] Had an exceptionally long stay on the list of the best Nintendo Power games (ranking number 2 in the latest issue of the Nintendo Power in December 2012): when the SNES list was withdrawn, a link to the past had more than five Consecutive years at number one point. It was subsequently re-issued as the title of the choice of a player in North America, indicating that he had sold a minimum of one million copies there. [53] Worldwide, it was one of the best selling SNES games, with 4.61 million units sold. [54] The next version of Game Boy Advance in the United States has only sold 1.4 million copies and obtained \$ 41 million by August 2006. During the period between January 2000 and August 2006, it was the 8th Seller game launched for the Game Boy Advance, Nintendo DS or Portable PlayStation in that country. [55] A link to the past was critically acclaimed at the time of release for its graphics and its gameplay, and since then it has been recognized by critics as one of the largest video games of all time. [27] [56] It was the first game to receive an almost perfect score of 39 out of 40 by Famitsu Magazine. [34] The best sequel of 1992 by the monthly electronic game was assigned. [41] Chicago Tribune selected it as the best game of the year, linked with Street Fighter II. [40] A link to the past was reviewed in the Dragon magazine of Sandy Petersen in 1993, giving him 5 of 5 stars. [32] In 2005, Ign Editors were placed 11 in his "top 100 games", [57] while readers voted 5th place, [58] before Ign later ranked the second best game than The times of 2015 [47] and 2019. [48] In 2006, weekly entertainment has chosen the best game of all time and was indicated in the list of gamespots of the largest parties of all time. [42] [59] It was also listed as the best game of all the next-generation time [43] and popular mechanical magazines, [44] and as the second best game of all the time of G4 [45] e Gamereactor. [46] GameFaq members are classified the 8

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