I am currently playing a lot of Zelda games, and because Breath of the wild is talked about so much I thought I would give love to older games. Also, I’m so done about spoilers. I chose to talk about the bubbliest Zelda, in my opinion, I’ve ever played.

Also, I will talk about both version of the game because it came out on the gamecube, and was released in HD for the WiiU. While I played both, I haven’t finished the WiiU version yet, so I will talk about what I heard for the end game (without spoiling anything as much as possible… but come one, it’s been so many years). So I will walk about some differences I noticed.

Let’s jump right into it!

Getting started

The title screen greets you with everything the game is : Bright colors, uplifting tune and happiness. It couldn’t show you what the game is about in a better way. Like some Zelda now, you have three save slates so more than one people can play this game at the same time! Yay! A little thing to know, once you finish the game once, you will be greeted with a different color save slate and some things in the “new game+” will be different! Discover them! (Or google them, I’m not your mom). To your controllers!

The game starts with the legend of the hero that once sealed Evil. After that fun story, a little girl screams your name and run towards a small watchtower. She finds you! Surprise it’s your sister! And it’s your birthday! You are a big boy now, same age as the hero of time! Long story short, everything goes bad. Real bad. You either know the story, or must play it because I won’t spoil more than this! You are now, dressed with the hero’s clothing, a shield and a sword in hand, leaving your hometown to go rescue your sister.

The gameplay

Like every LoZ, you have a heart meter that is your life, that you can upgrade by finding heart pieces or even heart containers. You get a magic meter a little later in the game, that you can also upgrade.

Then you have the weapons like a bow or a hammer. Tools like the hookshot, the magic leaf and other stuff like that. You also have more items that can carry stuff like empty bottles and two different pouches: one for the baits, and one for monster loot. You get all those while on your adventure. So buckle up because you won’t have them from the start.

Oh, I almost forgot, the wind waker. You know, the item on what the game is named after?

So there are bad guy you must vanquish in order to achieve your goal. The dungeons in which you go are long, fun for the most part and they have so different atmosphere in them it’s awesome.

Final Thoughts