The Legend of Zelda (video game) =

The Legend of Zelda (Japanese : ?????? , Hepburn : Zeruda no Densetsu) , subtitled The Hyrule Fantasy in its original Japanese release , is an action @-@ adventure video game developed and published by Nintendo and designed by Shigeru Miyamoto and Takashi Tezuka . Set in the fantasy land of Hyrule , the plot centers on a boy named Link , the playable protagonist , who aims to collect the eight fragments of the Triforce of Wisdom in order to rescue Princess Zelda from the antagonist , Ganon . During the course of the game , the player sees Link from a top @-@ down perspective and must navigate him through the overworld and several dungeons , defeating enemies and finding secrets along the way .

The inaugural game of the The Legend of Zelda series , it was originally released in Japan as a launch title for the Family Computer Disk System peripheral in 1986 . More than a year later , North America and Europe received releases on the Nintendo Entertainment System in cartridge format , making the game the first home console title to include an internal battery for saving data . This version was released in Japan in 1994 under the title The Legend of Zelda 1 (??????? , Zeruda no Densetsu Wan) . The game was ported to the GameCube and Game Boy Advance , and is available in emulated form via the Virtual Console on the Wii , Nintendo 3DS and Wii U.

The Legend of Zelda was a bestseller for Nintendo , selling over 6 @.@ 5 million copies . It is often featured in lists of games considered the greatest or most influential and is regarded as a spiritual forerunner of the role @-@ playing video game genre . A solitary sequel , Zelda II : The Adventure of Link , was first released in Japan less than a year after its predecessor 's debut . The game spawned several prequels and a number of spin @-@ offs , establishing a series that has become one of Nintendo 's most popular .

= Gameplay = =

The Legend of Zelda incorporates elements of action , adventure , and role @-@ playing games . The player controls Link from a flip @-@ screen overhead perspective as he travels in the overworld , a large outdoor map with varied environments . Link begins the game armed only with a small shield , but a sword becomes available to Link after he ventures into a cave that is accessible from the game 's first map screen . Throughout the game , various characters aid Link by giving or selling equipment and clues . These people can be found in caves scattered throughout the overworld ; some are readily accessible , while others are hidden behind obstacles such as rocks , trees , and waterfalls .

Barring Link 's progress are creatures he must battle to locate the entrances to nine underground dungeons . Each dungeon is a unique , maze @-@ like collection of rooms connected by doors and secret passages , and guarded by monsters different from those found on the surface . Dungeons also contain useful items which Link can add to his arsenal , such as a boomerang for retrieving distant items and stunning enemies , and a recorder with magical properties . Link must successfully navigate through each of the first eight dungeons to obtain all eight pieces of the Triforce of Wisdom . Once he has completed the artifact , he can enter the ninth dungeon to rescue Zelda . Apart from this exception , the order of completing dungeons is somewhat left to the player , although they steadily increase in difficulty and some of them can only be reached or completed using items gained in a previous one . In addition , the entrances of the three highest @-@ level dungeons are hidden . Link can freely wander the overworld , finding and buying items at any point . This flexibility enables unusual ways of playing the game . For example , it is possible to reach the final boss of the game without ever receiving the sword .

After completing the game , the player has access to a more difficult quest , officially referred to as the " Second Quest " (???? , Ura Zeruda , lit . " other Zelda ") , with new dungeon locations / layouts , different item placements , and stronger enemies . Although this more difficult " replay " was not unique to Zelda , few games offered entirely different levels to complete on the second playthrough . The Second Quest can be replayed each time the game is completed and can also be accessed at any time by starting a new file with the name " ZELDA " .

= = Plot and characters = =

The plot of The Legend of Zelda is described in the instruction booklet and in the short prologue after the title screen . A small kingdom in the land of Hyrule , the setting of the game , is engulfed in chaos after an army led by Ganon , the Prince of Darkness , invaded it and stole the Triforce of Power , a part of a magical artifact bestowing great strength . In an attempt to prevent Ganon from acquiring the Triforce of Wisdom , another of the pieces , Princess Zelda splits it and hides the eight fragments in secret dungeons throughout the land . Before the princess is eventually kidnapped by Ganon , she commands her nursemaid Impa to find someone courageous enough to save the kingdom . While wandering the land , the old woman is surrounded by Ganon 's henchmen , though a young boy named Link appears and rescues her . After hearing Impa 's plea , he resolves to save Zelda and sets out to reassemble the scattered fragments of the Triforce of Wisdom , to become powerful enough to defeat Ganon .

During the course of the game , Link locates the eight underground labyrinths , defeats several guardian monsters , and retrieves the fragments . With the completed Triforce of Wisdom , Link is able to infiltrate Ganon 's hideout , Death Mountain , eventually confronting the pig @-@ like enemy and destroying him with a Silver Arrow . Link picks up the Triforce of Power from Ganon 's ashes and returns both pieces of the Triforce to the rescued Princess Zelda , restoring peace to Hyrule .

= = History = =

= = = Development = = =

Development for this game was directed and designed by Shigeru Miyamoto (credited as S. Miyahon) and Takashi Tezuka (credited as Ten Ten) . Miyamoto produced the game , and Tezuka wrote the story and script . The development team worked on The Legend of Zelda and Super Mario Bros. concurrently , and tried to separate their ideas : Super Mario Bros. was to be linear , where the action occurred in a strict sequence , whereas The Legend of Zelda would be the opposite . In Mario , Miyamoto downplayed the importance of the high score in favor of simply completing the game . This concept was carried over to The Legend of Zelda . Miyamoto was also in charge of deciding which concepts were " Zelda ideas " or " Mario ideas . " Contrasting with Mario , Zelda was made non @-@ linear and forced the players to think about what they should do next . In the initial game designs , the player would start the game with the sword already in their inventory . According to Miyamoto , those in Japan were confused and had trouble finding their way through the multiple path dungeons . Rather than listening to the complaints , Miyamoto took away the sword , forcing players to communicate with each other and share their ideas to find the various secrets hidden in the game . This was a new form of game communication , and in this way , " Zelda became the inspiration for something very different : Animal Crossing . This was a game based solely on communication . "

With The Legend of Zelda , Miyamoto wanted to take the idea of a game " world " even further , giving players a " miniature garden that they can put inside their drawer . " He drew his inspiration from his experiences as a boy around Kyoto , where he explored nearby fields , woods , and caves , and through the Zelda titles he always tries to impart to players some of the sense of exploration and limitless wonder he felt . " When I was a child , " he said , " I went hiking and found a lake . It was quite a surprise for me to stumble upon it . When I traveled around the country without a map , trying to find my way , stumbling on amazing things as I went , I realized how it felt to go on an adventure like this . " The memory of being lost amid the maze of sliding doors in his family 's home in Sonobe was recreated in Zelda 's labyrinth dungeons .

A " symbol of courage , strength , and wisdom " , Link was designed by Miyamoto as a coming of age motif for players to identify with : he begins the game an ordinary boy but strengthens to triumph over the ultimate evil . The name of the princess was inspired by Zelda Fitzgerald : " Zelda was the

name of the wife of the famous novelist F. Scott Fitzgerald . She was a famous and beautiful woman from all accounts , and I liked the sound of her name . So I took the liberty of using her name for the very first Zelda title , " Miyamoto explained .

The Zelda story setting was initially supposed to include technological elements , such as a time @-@ travelling main character and a Triforce made of electronic circuits . While the final game follows a more traditional heroic fantasy setting , subsequent games in the series have used more technology @-@ based concepts .

Koji Kondo (credited as Konchan) composed the game 's music . He initially planned to use Maurice Ravel 's Boléro as the game 's title theme , but was forced to change it when he learned , late in the game 's development cycle , that the copyright for the orchestral piece had not yet expired . As a result , Kondo wrote a new arrangement of the overworld theme within one day .

= = = Japanese release = = =

In February 1986 , Nintendo released the game as the launch title for the Family Computer 's new Disk System peripheral . The Legend of Zelda was joined by a re @-@ release of Super Mario Bros. , Tennis , Baseball , Golf , Soccer , and Mahjong in its introduction of the Disk System . It made full use of the Disk Card media 's advantages over traditional ROM cartridges with a disk size of 128 kilobytes , which was expensive to produce on cartridge format . Due to the still @-@ limited amount of space on the disk , however , it was only in katakana . Rather than passwords , it used rewritable disks to save the game . It used the extra sound channel provided by the Disk System for certain sound effects ; most notable are the sounds of Link 's sword when his health is full , the roars and growls of dungeon bosses , and enemy death sounds . The sound effects used the Famicom 's PCM channel in the cartridge version . It also used the microphone built into the Famicom 's controller that was not included in the NES . This led to confusion in the U.S. as the instruction manual reads that Pols Voice , a rabbit @-@ like enemy in the game , " hates loud noise " . Blowing or shouting into the Famicom 's microphone kills these creatures . However , they cannot be killed through use of the recorder , and on the NES must be killed with weapons . The cartridge version made use of the Memory Management Controller chip , specifically the MMC1 model . The MMC could use bank @-@ switching , allowing larger games than had been previously possible . They also allowed for battery @-@ powered RAM , which let players save progress for the first time on any cartridge @-@ based system or game .

= = = American release = = =

Contrary to the fears of Nintendo 's management , the game was popular and well received . Zelda had been available for a year and a half in Japan , and its sequel , Zelda II : The Adventure of Link had been released for six months before Nintendo brought this game to North America .

When Nintendo published the game in North America , the packaging design featured a small portion of the box cut away to reveal the unique gold @-@ colored cartridge . In 1988 , The Legend of Zelda sold two million copies . Nintendo of America sought to keep its strong base of fans ; anyone who purchased a game and sent in a warranty card became a member of the Fun Club , whose members got a four- , eight- and eventually 32 @-@ page newsletter . Seven hundred copies of the first issue were sent out free of charge , but the number grew as the data bank of names got larger .

From the success of magazines in Japan , Nintendo knew that game tips were a valued asset . Players enjoyed the bimonthly newsletter 's crossword puzzles and jokes , but game secrets were most valued . The Fun Club drew kids in by offering tips for the more complicated games , especially Zelda , with its hidden rooms , secret keys and passageways . The mailing list grew . By early 1988 , there were over 1 million Fun Club members , which led then @-@ Nintendo of America president Minoru Arakawa to start the Nintendo Power magazine .

Since Nintendo did not have many products , it made only a few commercials a year , meaning the quality had to be phenomenal . The budget for a single commercial could reach US $ 5 million ,

easily four or five times more than most companies spent . One of the first commercials made under Bill White , director of advertising and public relations , was the market introduction for The Legend of Zelda , which received a great deal of attention in the ad industry . In it , a wiry @-@ haired , nerdy guy (John Kassir) walks through the dark making goofy noises , yelling out the names of some enemies from the game , and screaming for Zelda .

Nintendo released a great deal of merchandise related to The Legend of Zelda , including toys , guidebooks , watches , apparel , trash cans and a breakfast cereal called Nintendo Cereal System . The game and its sequel , The Adventure of Link were adapted into an animated series , episodes of which were shown on television each Friday on The Super Mario Bros. Super Show ! . Link and Zelda appeared in several episodes of Captain N : The Game Master that revolved around themes from The Adventure of Link .

= = Reception = =

The Legend of Zelda was a bestseller for Nintendo , selling over 6 @.@ 5 million copies ; it was the first NES title to sell over 1 million . It was reissued in 1992 as part of Nintendo 's " Classic Series " and featured a grey cartridge . The game placed first in the player 's poll " Top 30 " in Nintendo Power 's first issue and continued to dominate the list into the early 1990s . The Legend of Zelda was also voted by Nintendo Power readers as the " Best Challenge " in the Nintendo Power Awards ' 88 . The magazine also listed it as the best Nintendo Entertainment System video game ever created , stating that it was fun despite its age and it showed them new ways to do things in the genre such as hidden dungeons and its various weapons . GamesRadar ranked it the third best NES game ever made . The staff praised its " mix of complexity , open world design , and timeless graphics " .

Computer Gaming World in 1988 named the game as the best adventure of the year for Nintendo , stating that Zelda had been a " sensational success " in translating a computer RPG to consoles . In 1990 the magazine stated that the game was a killer app , causing computer CRPG players who had dismissed consoles as " mere arcade toys " to buy the NES . Zelda was reviewed in 1992 by Total ! # 2 where it received a 78 % rating due in great part to mediocre subscores for music and graphics . A 1993 review of the game was printed in Dragon # 198 by Sandy Petersen in the " Eye of the Monitor " column . Petersen gave the game 4 out of 5 stars .

The Legend of Zelda is often featured in lists of games considered the greatest or most influential . It placed first in Game Informer 's list of the " Top 100 Games of All Time " and " The Top 200 Games of All Time " (in 2001 and 2009 respectively) , fifth in Electronic Gaming Monthly 's 200th issue listing " The Greatest 200 Videogames of Their Time " , seventh in Nintendo Power 's list of the 200 Best Nintendo Games Ever , 77th in Official Nintendo Magazine 's 100 greatest Nintendo games of all time and 80th among IGN readers ' " Top 99 Games " . Zelda was inducted into GameSpy 's Hall of Fame in August 2000 and voted by GameSpy 's editors as the tenth best game of all time . Editors of the popular Japanese magazine Weekly Famitsu voted the game among the best on the Famicom .

The Game Boy Advance port of The Legend of Zelda is rated 79 % and 87 % respectively on GameRankings ' and Game Ratio 's rankings compilations . In individual ratings , IGN scored The Legend of Zelda with an 8 out of 10 , GamePro a 4 @.@ 5 out of 5 , Nintendo Power a 4 @.@ 5 out of 5 , and 1UP.com an A.

Guinness World Records has awarded The Legend of Zelda series five world records in Guinness World Records Gamer 's Edition , including " Highest @-@ Rated Game of All Time " and " First Game with a Battery Powered Save Feature " .

= = Impact and legacy = =

The Legend of Zelda is considered a spiritual forerunner of the role @-@ playing video game (RPG) genre . Though it is often not considered part of the genre since it lacked key RPG mechanics such as experience points , it had many features in common with RPGs and served as

the template for the action role @-@ playing game genre . The game 's fantasy setting , musical style and action @-@ adventure gameplay were adopted by many RPGs . Its commercial success helped lay the groundwork for involved , non @-@ linear games in fantasy settings , such as those found in successful RPGs , including Crystalis , Soul Blazer , Square 's Seiken Densetsu series , Alundra , and Brave Fencer Musashi . The popularity of the game also spawned several clones trying to emulate the game .

Zelda was largely responsible for the surge of action @-@ oriented computer RPGs released since the late 1980s , such as the Origin Systems game Times of Lore . The Legend of Zelda series would continue to exert an influence on the transition of both console and computer RPGs from stat @-@ heavy turn @-@ based combat towards real @-@ time action combat in the following decades . When it was released in North America , Zelda was seen as a new kind of RPG with action @-@ adventure elements , with Roe R. Adams (who worked on the Wizardry series) stating in 1990 that , although " it still had many action @-@ adventure features , it was definitely a CRPG . " In more recent years , however , there has been much debate regarding whether or not The Legend of Zelda qualifies as an action RPG .

The Legend of Zelda spawned a solitary sequel , many prequels and spin @-@ offs and is one of Nintendo 's most popular series . It established important characters and environments of the Zelda universe , including Link , Princess Zelda , Ganon , Impa , and the Triforce as the power that binds Hyrule together . The overworld theme and distinctive " secret found " jingle have appeared in nearly every subsequent Zelda game . The theme has also appeared in various other games featuring references to the Zelda series .

An arcade system board , called the Triforce , was developed jointly by Namco , Sega , and Nintendo , with the first games appearing in 2002 . The name " Triforce " is a reference to Nintendo 's The Legend of Zelda series of games , and symbolized the three companies ' involvement in the project .

GameSpot featured The Legend of Zelda as one of the 15 most influential games of all time , for being an early example of open world , nonlinear gameplay , and for its introduction of battery backup saving , laying the foundations for later action @-@ adventure games like Metroid and role @-@ playing video games like Final Fantasy , while influencing most modern games in general . In 2009 , Game Informer called The Legend of Zelda " no less than the greatest game of all time " on their list of " The Top 200 Games of All Time " , saying that it was " ahead of its time by years if not decades " .

In 2011 , Nintendo celebrated the game 's 25th anniversary in a similar vein to the Super Mario Bros. 25th anniversary celebration the previous year . This celebration included a free mailout Club Nintendo offer of the Ocarina of Time soundtrack to owners of the 3DS version of that particular game , the first digital for Nintendo eShop release of Link 's Awakening DX , special posters that are mailed out as rewards through Club Nintendo , and a special stage inspired by the original Legend of Zelda in the video game Super Mario 3D Land for the Nintendo 3DS .

= = = Re @-@ releases = = =

The Legend of Zelda has been re @-@ released on multiple platforms since its original domestic and international releases . The game was first re @-@ released in cartridge format for the Famicom in 1994 . The cartridge version slightly modified the title screen of the Disk Card version of the game , such that it displayed the number 1 at the end of the title . In 2001 , the original game was re @-@ released in the GameCube game Animal Crossing . The only way to unlock the game is an Action Replay . An official re @-@ release was included in 2003 's The Legend of Zelda : Collector 's Edition for the GameCube , and the game was again re @-@ released on the Game Boy Advance in 2004 along with its sequel , The Adventure of Link , as part of the Famicom Mini / Classic NES Series . In 2006 , another rerelease was made available to players on the Wii 's Virtual Console , and most recently a timed demo of the game was released for the 2008 Wii game Super Smash Bros. Brawl , available in the Vault section . All re @-@ releases of the game are virtually identical to the original , though the GameCube , Game Boy Advance , and Virtual Console versions

have been altered slightly to correct several instances of incorrect spelling from the original , most notably in the intro story . A tech demo called Classic Games was shown for the Nintendo 3DS at E3 2010 , showcasing more than a dozen classic games utilizing 3D effects , including The Legend of Zelda . It was announced by Reggie Fils @-@ Aimé , president of Nintendo of America , that the titles were slated for release on the 3DS , including The Legend of Zelda , Mega Man 2 , and Super Mario World 2 : Yoshi 's Island and would possibly make use of some of the 3DS 's features , such as 3D effects , analog control , or camera support . The Legend of Zelda standalone was released for 3DS Virtual Console on September 1 , 2011 for the Ambassador users while the full version was released on December 22 , 2011 in Japan , April 12 , 2012 in Europe and July 5 , 2012 in North America on the Nintendo eShop .

= = = Sequels = = =

There have also been a few substantially altered versions of the game that have been released as pseudo @-@ sequels , and ura- or gaiden @-@ versions . As part of a promotional advertisement campaign for their charumera (?????) noodles , Myojo Foods Co . , Ltd . (???? , Myoujou Shokuhin) released a version of the original The Legend of Zelda in 1986 entitled Zelda no Densetsu : Teiky? Charumera (?????? ?? ?????) . This game is one of the rarest video games available on the second @-@ hand collector 's market , and copies have sold for over US $ 1 @,@ 000 .

From August 6 , 1995 , to September 2 , 1995 , Nintendo , in collaboration with the St.GIGA satellite radio network , began broadcasts of a substantially different version of the original The Hyrule Fantasy : Legend of Zelda for a Super Famicom peripheral , the Satellaview ? a satellite modem add @-@ on . The game , titled BS Zelda no Densetsu (BS ??????) , was released for download in four episodic , weekly installments which were rebroadcast at least four times between the game 's 1995 premier and January 1997 . BS Zelda was the first Satellaview game to feature a " SoundLink " soundtrack ? a streaming audio track through which , every few minutes , players were cautioned to listen carefully as a voice actor narrator , broadcasting live from the St.GIGA studio , would give them plot and gameplay clues . In addition to the SoundLink elements , BS Zelda also featured updated 16 @-@ bit graphics , a smaller overworld , and different dungeons . Link was replaced by one of the two Satellaview avatars : a boy wearing a backward baseball cap or a girl with red hair .

Between December 30 , 1995 , and January 6 , 1996 , a second version of the game , BS Zelda no Densetsu MAP 2 (BS ??????????) , was broadcast to the Satellaview as the functional equivalent of the original The Legend of Zelda 's Second Quest . MAP 2 was rebroadcast only once , in March 1996 .