

= The Legend of Zelda : Ocarina of Time =

The Legend of Zelda : Ocarina of Time ( Japanese : ?????? ?????? , Hepburn : Zeruda no Densetsu : Toki no Okarina ) is an action @-@ adventure video game developed and published by Nintendo for the Nintendo 64 . It was released in Japan and North America in November 1998 , and in Europe and Australia in December 1998 . Originally developed for the 64DD peripheral , the game was instead released on a 256 @-@ megabit ( 32 @-@ megabyte ) cartridge , the largest @-@ capacity cartridge Nintendo produced at that time . Ocarina of Time is the fifth game in the The Legend of Zelda series , and the first with 3D graphics . It was followed by a direct sequel , The Legend of Zelda : Majora 's Mask , in 2000 .

In Ocarina of Time , the player controls Link in the land of Hyrule . Link sets out on a quest to stop Ganondorf , king of the Gerudo tribe , from obtaining the Triforce , a sacred relic that grants the wishes of its holder . He travels through time and navigates various dungeons to awaken the sages , who have the power to seal Ganondorf away forever . Music plays an important role : To progress , the player must learn to play several songs on an ocarina . The game was responsible for increased interest in and rise in sales of the instrument .

Ocarina of Time 's gameplay introduced features such as a target @-@ lock system and context @-@ sensitive buttons that have since become common in 3D adventure games . In Japan , more than 820 @, @ 000 copies were sold in 1998 , making it the tenth best @-@ selling game of that year . During its lifetime , 1 @. @ 14 million copies of Ocarina of Time were sold in Japan , and over 7 @. @ 6 million copies were sold worldwide . The game won the Grand Prize in the Interactive Art division at the Japan Media Arts Festival , and won six honors at the 2nd Annual Interactive Achievement Awards . As of 2016 , it is the highest @-@ rated game on review @-@ aggregating site Metacritic , with a score of 99 / 100 ; in 2008 and 2010 , Guinness World Records listed Ocarina of Time as the highest @-@ rated game ever reviewed . It is considered by many critics and gamers to be one of the greatest video games of all time .

Ocarina of Time has had four major rereleases . It was originally ported to the GameCube alongside Ocarina of Time Master Quest , which featured reworked dungeons with new puzzles , and was included in The Legend of Zelda : Collector 's Edition . It was also ported to the iQue Player in 2003 , and was made available via the Virtual Console service for the Wii and Wii U in 2007 and 2015 respectively . The rereleases were well received ; although some critics considered the game outdated even during the initial rerelease , other reviewers believed it had aged well . A remake for the Nintendo 3DS , Ocarina of Time 3D , was released in 2011 with updated graphics and new autostereoscopic 3D effects ; it includes Master Quest 's rearranged dungeons , which are absent from the Wii , Wii U , and iQue versions .

= = Gameplay = =

The Legend of Zelda : Ocarina of Time is an action @-@ adventure game with role @-@ playing and puzzle elements set in a large open @-@ world environment . The player controls series protagonist Link from a third @-@ person perspective , in a three @-@ dimensional world . Link primarily fights with a sword and shield , but he can also use other weapons such as projectiles , bombs , and magic spells . The control scheme introduced techniques such as context @-@ sensitive actions and a targeting system called " Z @-@ targeting " . In combat , Z @-@ targeting allows the player to have Link focus and latch onto an enemy or other objects . When using this technique , the camera follows the target and Link constantly faces it . Projectile attacks are automatically directed at the target and do not require manual aiming . Context @-@ sensitive actions allow multiple tasks to be assigned to one button , simplifying the control scheme . The on @-@ screen display shows what will happen when the button is pushed and changes depending on what the character is doing . For example , the same button that causes Link to push a box if he is standing next to it will have him climb on the box if the analog stick is pushed toward it . Much of the game is spent in battle , but some parts require the use of stealth . Exploration is another important aspect of gameplay ; the player may notice inaccessible areas and return later to find them

explorable after obtaining a new item , such as the bomb , to blast through walls , or the hookshot , to reach distant places . In addition , the player can plant magic plants throughout the world , and later return to find the plant full @-@ grown and able transport Link to secret places with valuable items . When playing certain songs , Link is able to travel over vast distances in a short amount of time .

Link collects items and weapons throughout the game , whose abilities allow him to access , navigate and complete dungeons to advance the story . Each dungeon is a dense , self @-@ contained area in which Link solves puzzles and defeats enemies , and ends in a battle with the dungeon 's boss , a powerful unique enemy . Each dungeon and its boss share a major item and common theme ; for example Link must use the Fairy Bow to complete the Forest Temple and defeat its boss , Phantom Ganon , both of which involve trickery and misdirection . Defeat of a dungeon 's boss grants Link a special item and advances the main quest .

Ocarina of Time has several optional side @-@ quests , or minor objectives , that the player can choose to complete or ignore . Completing the side @-@ quests usually results in rewards , normally in the form of weapons or abilities . In one side @-@ quest , Link trades items he cannot use himself among non @-@ player characters . This trading sequence features ten items that must be delivered within their individual time limits , and ends with Link receiving an item he can use , the two @-@ handed Biggoron Sword , the largest and strongest sword in the game . In another side @-@ quest , Link can acquire a horse named Epona . This allows him to travel faster and jump over fences , but attacking while riding is restricted to arrows . In order to get Epona , Link must learn her song while he is a child . However , he is only able to ride her seven years later when he and Epona are both adults .

Link can travel between two points in time . Part way through the main quest , Link claims the Master Sword in the Temple of Time ; when Link takes the sword , he is sealed for seven years , until he becomes an adult , and therefore strong enough to wield the Master Sword . Young Link and adult Link have different abilities , and are restricted to certain items and weapons . For example , only adult Link can use the Fairy Bow and only young Link can fit through certain small passages . After completing the Forest Temple , Link can travel freely between the two time periods by replacing or taking the sword .

Link is given the Fairy Ocarina near the beginning of the game , which is later replaced by the Ocarina of Time , given to him by Princess Zelda . Throughout the game , Link learns twelve melodies that allow him to solve various puzzles and teleport to previously visited locations in the game . The melodies and notes are played with the C and A buttons on the Nintendo 64 controller or the C analog stick on the GameCube controller .

= = Plot = =

The events of Ocarina of Time are set in the fictional kingdom of Hyrule , the setting of most The Legend of Zelda games . Hyrule Field serves as the central hub connected to several outlying areas with diverse topography . Most of these areas are populated by the races of Hyrule : Hylians , Kokiri , Gorons , Zoras , Gerudo , and Sheikah .

The fairy Navi awakens Link from a nightmare in which he witnesses a man in black armor pursuing a young girl on horseback . Navi brings Link to the Great Deku Tree , who is cursed and near death . The Deku Tree tells Link a " wicked man of the desert " cursed him and seeks to conquer the world , and that Link must stop him . Before dying , the Great Deku Tree gives Link the Spiritual Stone of the Forest and sends him to Hyrule Castle to speak with Hyrule 's princess .

At the Hyrule Castle garden , Link meets Princess Zelda , who believes Ganondorf , king of the Gerudo , is seeking the Triforce , a holy relic that gives its holder godlike power . Zelda asks Link to obtain the three Spiritual Stones so he can enter the Sacred Realm and claim the Triforce before Ganondorf reaches it . Link collects the other two stones : the first from Darunia , leader of the Gorons , and the second from Ruto , princess of the Zoras . Link returns to Hyrule Castle , where he sees Ganondorf chase Zelda and her caretaker Impa on horseback , and unsuccessfully attempts to stop him . Inside the Temple of Time , he uses the Ocarina of Time , a gift from Zelda , and the

Spiritual Stones to open the door to the Sacred Realm . There he finds the Master Sword , but as he pulls it from its pedestal , Ganondorf appears and claims the Triforce .

Seven years later , an older Link awakens in an area of the Sacred Realm known as the Chamber of Sages and is met by Rauru , one of the seven sages who protect the entrance to the Sacred Realm . Rauru explains that Link 's spirit was sealed for seven years until he was old enough to wield the Master Sword and defeat Ganondorf , who has now taken over Hyrule . The seven sages can imprison Ganondorf in the Sacred Realm , but five are unaware of their identities as sages . Link is returned to the Temple of Time ; there he meets the mysterious Sheik , who guides him to free five temples from Ganondorf 's control , allowing each temple 's sage to awaken . Link befriended all five sages as a child : Saria , the Sage of the Forest Temple ; Darunia , the Sage of the Fire Temple ; Ruto , the Sage of the Water Temple ; Impa , the Sage of the Shadow Temple ; and Nabooru , the Sage of the Spirit Temple . After the five sages awaken , Sheik reveals herself to be Zelda in disguise , and the seventh sage . She tells Link that Ganondorf 's heart was unbalanced , causing the Triforce to split into three pieces . Ganondorf acquired only the Triforce of Power , while Zelda received the Triforce of Wisdom and Link the Triforce of Courage .

Ganondorf kidnaps Zelda and imprisons her in his castle . The other six sages help Link infiltrate the stronghold , where he frees Zelda after nearly defeating Ganondorf , who destroys the castle in an attempt to kill Link and Zelda . After they escape the collapsing castle , Ganondorf emerges from the rubble and , using the Triforce of Power , transforms into a boar @-@ like monster named Ganon and knocks the Master Sword from Link 's hand . With Zelda 's aid , Link retrieves the Master Sword and defeats Ganon . The seven sages seal Ganondorf in the Dark Realm ; still holding the Triforce of Power , he vows to take revenge on their descendants . Zelda uses the Ocarina of Time to send Link back to his childhood . Navi departs and young Link meets Zelda in the castle garden once more .

= = Development = =

First shown as a technical demo at Nintendo 's Shoshinkai trade show in December 1995 , Ocarina of Time was developed concurrently with Super Mario 64 by Nintendo 's Entertainment Analysis & Development ( EAD ) division . Both were the first free @-@ roaming 3D game in their respective series . Nintendo planned to release Super Mario 64 as a launch game for the Nintendo 64 ( N64 ) and later release Ocarina of Time for the 64DD , a disk drive peripheral for the system . Nintendo eventually migrated the development of Ocarina of Time from disk to cartridge media due to the high data performance requirements imposed by continuously reading 500 motion @-@ captured character animations throughout gameplay , intending to follow its release with a 64DD expansion disk . At its release the 32 @-@ megabyte game was the largest game Nintendo had ever created . Early in the game 's development , concerns over the memory constraints of the N64 cartridge led producer and supervisor Shigeru Miyamoto to imagine a worst @-@ case scenario in which Ocarina of Time would follow a similar structure to Super Mario 64 with Link being restricted to Ganondorf 's castle as a central hub , and using a portal system similar to the paintings that Mario uses to traverse the realm . An idea that arose from this stage of development , a battle with a doppelganger of Ganondorf that rides through paintings , ultimately made its way into the finished game as the boss of the Forest Temple dungeon .

While Shigeru Miyamoto had been the principal director of Super Mario 64 , he was now in charge of several directors as a producer and supervisor of Ocarina of Time . During its development , individual parts of Ocarina of Time were handled by multiple directors ? a new strategy for Nintendo EAD . However , when things were progressing slower than expected , Miyamoto returned to the development team with a more hands @-@ on directorial role . Although the development team was new to 3D games , assistant director Makoto Miyanaga recalls a sense of " passion for creating something new and unprecedented " . A " medieval tale of sword and sorcery , " Miyamoto intended the game to be in the chanbara genre of Japanese sword fighting . The development crew involved more than 120 people , including stunt performers used to capture the effects of sword fighting and Link 's movement . Some of Miyamoto 's ideas for the new Zelda title were instead used in Super

Mario 64 , since it was to be released first . Other ideas were not used due to time constraints .

Miyamoto initially intended Ocarina of Time to be played in a first @-@ person perspective to enable players to take in the vast terrain of Hyrule Field better , as well as to be able to focus more on developing enemies and environments . However , the development team did not go through with it once the idea of having a child Link was introduced , and Miyamoto believed it necessary for Link to be visible on screen . Ocarina of Time originally ran on the same engine as Super Mario 64 , but was so heavily modified that designer Shigeru Miyamoto considers the final products entirely different engines . One major difference between the two is camera control ; the player has a lot of control over the camera in Super Mario 64 , but the camera in Ocarina of Time is largely controlled by the game 's AI . Miyamoto says the camera controls for Ocarina of Time are intended to reflect a focus on the game 's world , whereas those of Super Mario 64 are centered on the character of Mario . Miyamoto wanted to make a game that was cinematic , but still distinguished from actual films . Takumi Kawagoe , who creates cutscenes for Nintendo , says that his top priority is to have the player feel in control of the action . To promote this feeling , cut scenes in Ocarina of Time are completely generated with real @-@ time computing and do not use pre @-@ recorded or full @-@ motion video . Toru Osawa created the scenario for the game , based on a story idea by Miyamoto and Yoshiaki Koizumi . He was given support by A Link to the Past and Link 's Awakening script writer Kensuke Tanabe . The dungeons were designed by Eiji Aonuma .

In 1997 and 1998 , the Nintendo 64 was said to be critically lacking in first party hit releases . Next Generation magazine stated that " Nintendo absolutely can 't afford another holiday season without a real marquee title " and that Zelda was " one of the most anticipated games of the decade " , upon which the Nintendo 64 's fate depends . Chairman Howard Lincoln insisted at E3 1998 that Zelda would be shipped on time and would instantly become the company 's reinvigorating blockbuster akin to a major Hollywood hit movie .

Customers in North America who pre @-@ ordered the game received a limited edition box with a golden plastic card affixed , reading " Collector 's Edition " . This edition contained a gold @-@ colored cartridge , a tradition for the Zelda series that began with the original game for the Nintendo Entertainment System . Demand was so great that Electronics Boutique stopped pre @-@ selling the title on November 3 , 1998 . Several versions of Ocarina of Time were produced , with later revisions featuring minor changes such as glitch repairs , the recoloring of Ganondorf 's blood from crimson to green , and the alteration of the music heard in the Fire Temple dungeon to remove a sample of an Islamic prayer chant . The sample was taken from a commercially available sound library , but the developers did not realise it contained Islamic references . Although popularly believed to have been changed due to public outcry , the chanting was in fact removed after the company discovered it violated their own policy to avoid religious material in games , and the altered versions of Ocarina of Time were made prior to the game 's original release .

= = = Ports and rereleases = = =

Ocarina of Time was rereleased for the GameCube as a port of the Nintendo 64 ROM image in conjunction with The Legend of Zelda : Ocarina of Time Master Quest and as a part of The Legend of Zelda : Collector 's Edition . The former was released as Zeruda no Densetsu : Toki no Okarina GC in Japan , with the Master Quest side named Zeruda no Densetsu : Toki no Okarina GC Ura ( ?????? ?????? GC? ) . The " Ura " name stems from Master Quest 's origins , as an expansion to the Ocarina of Time cartridge in the form of a 64DD disk , under the working title Ura Zelda . The Master Quest compilation was given as a premium for pre @-@ ordering The Wind Waker in Japan and North America , as well as in a special GameCube bundle at Walmart wherein the disc came in the same case . In Europe and Australia , the disc came in the same case as the initial pressings of The Wind Waker . In Europe , it was available for a limited time through a special offer on the Nintendo website . The Ocarina of Time Master Quest box contains a single disc that includes the original game ; the Master Quest version ; six video demos for various GameCube games , including one for The Wind Waker ; and a video demo for the Game Boy Advance games A Link to the Past and Four Swords . Master Quest uses the same engine and plot of Ocarina of Time , but dungeons

have been altered . Collector 's Edition was available in GameCube bundles in Europe , Australia , and North America , as well as by registering hardware and software , or by subscribing to official magazines or clubs . In addition to Ocarina of Time , the disc also contains the original The Legend of Zelda , The Adventure of Link , Majora 's Mask , a demo of The Wind Waker , and a Zelda retrospective featurette . The original game is displayed on the Nintendo 64 with a resolution of 320 × 240 , but the GameCube ports run at 640 × 480 and support progressive scan .

The game was released for the Wii 's Virtual Console service for 1000 Wii Points in Europe and Australia on February 23 , 2007 ; in North America on February 26 ; and in Japan on February 27 . This particular release is an emulation of the Nintendo 64 version , true to the original except for the elimination of support for controller vibrations . Thus , an item called the " Stone of Agony " , which employs physical vibrations via the Nintendo 64 's Rumble Pak controller accessory during certain in @-@ game events , has been made useless . The Wii can play the GameCube compilation versions with this feature intact . A five @-@ minute demo of the game is included as an unlockable item in Super Smash Bros. Brawl . The game was rereleased on the Wii U Virtual Console worldwide on July 2 , 2015 , this time including the Nintendo 64 's original Rumble Pak feature .

= = = = Ura Zelda = = = =

After the completion of Ocarina of Time , an expansion disk for the yet unreleased 64DD peripheral was developed with the working title Ura Zelda , commonly translated as " Another Zelda " . Described as " Ocarina 's second version with rearranged dungeon gameplay " , it contains some new content and some which had been cut from Ocarina due to constraints on development time and on cartridge storage size .

We will make [ Ura Zelda ] once the system has been switched over to the 64DD . Fundamentally , once the cartridge version of Legend of Zelda : Ocarina of Time has been out for awhile , I 'd like to bring the 64DD version out . It 's too early to release just yet , and I don 't want to have the 64DD and the cartridge sold at the same time . It 's troubling . After we release the cartridge version of F @-@ ZERO X , we 'll release the 64DD expansion disc .

However , Ura Zelda was delayed indefinitely since 1998 due to the uncertain and protracted development status of the requisite 64DD device , and then was never released in its originally planned form due to the 64DD 's ultimate commercial failure .

A fairly intact equivalent to Ura Zelda , as confirmed by designers Shigeru Miyamoto and Eiji Aonuma , was released for the GameCube in 2002 in Japan as Zeruda no Densetsu : Toki no Okarina GC Ura ( ??????? ?????? GC? ) and in 2003 in North America and Europe as The Legend of Zelda : Ocarina of Time Master Quest . Miyamoto explained in 2002 , " [ Ura ] didn 't use many of the special [ 64DD ] features . So it was very easy to port over to the GameCube without cutting any features . Ura Zelda isn 't very different from the Ocarina of Time ; it 's more of a second quest ... it will not unlock anything special . " Aonuma concluded in 2004 , " It was finally bundled in the GameCube version of Ocarina and released as Master Quest . "

In 2003 , IGN 's Peer Schneider gave Master Quest positive reviews , with caveats . Based upon Ocarina which has " aged extremely well " , he likened the Ura concept to the second quest of the original Zelda game for NES . The game is " far more difficult than the original " , though the integrity of some areas suffer as if " ' second quest ' most likely meant ' second choice ' during the Nintendo design process " . He found the GameCube port to be somewhat visually improved though " lazy " , with a clumsy translation to the new controller and no substantial improvement in the original game 's low frame rate . Summarizing it as " a sweet , sweet surprise for any Zelda fan " , he recommended this complimentary compilation release even if it had been at full price .

= = = = Nintendo 3DS version = = = =

Shigeru Miyamoto originally maintained that a version of the game for the Nintendo 3DS was merely a technical demo with the possibility of being developed into a full game , but Nintendo of America announced the game in June 2010 . Ocarina of Time 3D was developed by Nintendo EAD

in partnership with Grezzo , an independent Japanese studio headed by Koichi Ishii . The game was released in Japan on June 16 , 2011 ; Europe on June 17 , 2011 ; the United States on June 19 , 2011 ; and Australia on June 30 , 2011 ( June 24 , 2011 , at some stores ) .

New features include the ability to quickly equip items using the touchscreen and to use the handheld 's built in gyroscope to aim precisely in first @-@ person point of view while using items such as the slingshot . The fixed 3D is no longer present , and is made with a full 3D rendering of previously fixed 3D areas . In addition to the original game , the Master Quest is included , as well as a new " Boss Challenge " mode that allows players to fight all of the bosses one at a time , or in sequential order . However , this version of Master Quest differs in the fact that the entire map is mirrored , similar to what Nintendo did for the Wii port of The Legend of Zelda : Twilight Princess . Instructional videos are built into the 3DS version to guide the players who are lost or stuck in certain puzzles . The original Water Temple was noted for its difficulty , being described as " arguably the greatest challenge of spatial awareness in a 3D adventure game " . The 3DS version contains new elements to reduce this difficulty .

= = = Music = = =

Ocarina of Time 's music was written by Koji Kondo , the composer in charge of music for most of the games in the The Legend of Zelda series . In addition to characters having musical themes , areas of Hyrule are also associated with pieces of music . This has been called leitmotif in reverse ? instead of music announcing an entering character , it now introduces a stationary environment as the player approaches . In some locations , the music is a variation of an ocarina tune the player learns , related to that area .

Beyond providing a backdrop for the setting , music plays an integral role in gameplay . The button layout of the Nintendo 64 controller resembles the holes of the ocarinas in the game , and players must learn to play several songs to complete the game . All songs are played using the five notes available on an ocarina , although by bending pitches via the analog stick , players can play additional tones . Kondo said that creating distinct themes on the limited scale was a " major challenge " , but feels that the end result is very natural . The popularity of Ocarina of Time led to an increase in ocarina sales .

The official soundtrack of Ocarina of Time was published by Pony Canyon and released in Japan on December 18 , 1998 . It comprises one compact disc with 82 tracks . A US version was also released , although with fewer tracks and different packaging artwork . Many critics praised the music in Ocarina of Time , although IGN was disappointed that the traditional Zelda overworld theme was not included . In 2001 , three years after the initial release of Ocarina of Time , GameSpot labeled it as one of the top ten video game soundtracks . The soundtrack , at the time , was not released in Europe or Australia . In 2011 , however , a 51 @-@ track limited edition soundtrack for the 3DS version was available in a free mail out through a Club Nintendo offer to owners of the 3DS edition , as an incentive to register the product .

= = Reception and legacy = =

Ocarina of Time was released to widespread critical acclaim and strong commercial success worldwide . In the United States , over 500 @,@ 000 preorders were placed , more than tripling the number of preorders for any previous video game , and more than 1 million copies were sold there in less than a week . In 1998 , 2 @.@ 5 million copies were sold , although it was released only 39 days before the end of the year ; it earned \$ 150 million in US revenues , higher than any Hollywood film in the last six weeks of 1998 . In Japan , 820 @,@ 000 copies were sold in 1998 , becoming the tenth best @-@ selling game of that year ; a reported 386 @,@ 234 copies were sold in its first week there , surpassing the 316 @,@ 000 first @-@ week sales of Metal Gear Solid . In the United Kingdom , 61 @,@ 232 copies were sold during its first weekend . During its lifetime , Ocarina of Time saw 1 @.@ 14 million copies sold in Japan , and 7 @.@ 6 million copies worldwide .

On its initial Nintendo 64 release , Ocarina of Time received perfect review scores from the majority

of gaming publications that reviewed it , including Famitsu , Edge , Electronic Gaming Monthly , GameSpot , and IGN . As of January 2013 , the review aggregator websites Metacritic and GameRankings respectively rank the original Nintendo 64 version as the highest and second highest reviewed game of all time , with average scores of 99 / 100 from Metacritic and 97 @. @ 54 % from GameRankings ; it held the highest score on GameRankings for 10 years , when it was succeeded by Super Mario Galaxy . The reviews praised multiple aspects of the game , particularly its level design , gameplay mechanics and sound . GameSpot reviewer Jeff Gerstmann wrote that Ocarina of Time is " a game that can 't be called anything other than flawless " , and IGN called it " the new benchmark for interactive entertainment " that could " shape the action RPG genre for years to come " . GameTrailers ' editors called it a " walking patent office " due to the number of features that became " industry standard " . Rockstar Games vice president of creativity Dan Houser stated in 2012 , " Anyone who makes 3 @- @ D games who says they 've not borrowed something from Mario or Zelda [ on the Nintendo 64 ] is lying . "

After publication , Ocarina of Time was featured on a number of compiled lists of best or most influential games , including those of Electronic Gaming Monthly , IGN , and Nintendo Power . Ocarina of Time has consistently been placed at number one in Edge magazine 's " top 100 games " lists : a staff @- @ voted list in January 2000 , a staff- and reader @- @ voted list in July 2007 , a list of " The 100 Best Games to Play Today " in March 2009 , and a 2013 readers ' poll selecting the 20 best games released since the magazine 's launch in 1993 . Game Informer ranked it as its 11th favorite game of all time and described it as " untouchable " . In May 2011 , IGN held a tournament @- @ style competition celebrating the 25th anniversary of the original The Legend of Zelda 's release in which fans voted Ocarina of Time the greatest Zelda game ; it beat Majora 's Mask in the final round .

The graphics were praised for their depth and detail , although reviewers noted they were not always the best the console had to offer . Game Revolution noted the characters ' faces , the " toughest graphical challenge on 3D characters " , saying that the characters ' expressions and animation featured " surprising grace " . IGN believed that Ocarina of Time improved on the graphics of Super Mario 64 , giving a larger sense of scale . Impressive draw distances and large boss characters were also mentioned as graphical highlights . Although excelling in the use of color and the visibility and detail of the environment , reviewers noted that some graphical elements of Ocarina of Time did not perform as well as Banjo @- @ Kazooie , a game released for the same platform earlier that year . IGN said that the frame rate and textures of Ocarina of Time were not as good as those of Banjo @- @ Kazooie , particularly in the marketplace of Hyrule Castle , which was called " blurry " .

Gameplay was generally praised as detailed , with many side quests to occupy players ' time . IGN said players would be " amazed at the detail " of the environment and the " amount of thought that went into designing it " . EGM enjoyed that Nintendo was able to take the elements of the older , 2D Zelda games and " translate it all into 3D flawlessly " . Nintendo Power cited Ocarina of Time , along with Super Mario 64 , as two games that " blazed trails " into the 3D era . The context @- @ sensitive control system was seen as one of the strongest elements of the gameplay . Reviewers noted that it allowed for simpler control using fewer buttons , but that it occasionally caused the player to perform unintended actions . The camera control was quoted as making combat " second nature " , although the new system took time for the player to get used to .

The game 's audio was generally well received , with IGN comparing some of Koji Kondo 's pieces to the work of Philip Glass . Many atmospheric sounds and surround sound were designed to effectively immerse the player in the game world . Some reviewers complained that the audio samples used in the game sounded dated ; others considered this a benefit , calling them " retro " . Game Revolution called the sound " good for the Nintendo , but not great in the larger scheme of things " and noted that the cartridge format necessitated " MIDI tunes that range from fair to terrible " .

In 1998 , Ocarina of Time won the Grand Prize in the Interactive Art division at the Japan Media Arts Festival . It also won six honors at the 2nd Annual Interactive Achievement Awards , including " Game of the Year " , " Outstanding Achievement in Interactive Design " , " Outstanding Achievement

in Software Engineering " , " Console Game of the Year " , " Console Adventure Game of the Year " and " Console RPG of the Year " . Electronic Gaming Monthly gave it both the editors ' choice and readers ' choice awards for " Game of the Year for All Systems " , " Nintendo 64 Game of the Year " and " Action RPG of the Year " as well as the readers ' choice awards for " Best Music " and " Best Graphics " , and it was runner @-@ up for the reader 's choice " Best Sound Effects " award . Edge gave it the awards for " Game of the Year " and " Gameplay Innovation " and placed it 2nd place for " Graphical Achievement " ( behind Virtua Fighter 3tb ) . The game was placed second in Official Nintendo Magazine 's " 100 greatest Nintendo games of all time " , behind only Super Mario Bros.

Reception for the Master Quest and Virtual Console rereleases was positive ; while some considered aspects of the graphics and audio to be outdated , most thought that the game has aged well . The Master Quest version holds an average score of 89 @.@ 50 % on GameRankings and 91 / 100 on Metacritic . IGN said in their review , " Ocarina of Time has aged extremely well " , and noted in regard to the game 's graphics , " While the textures and models look dated , the game 's wonderful visual presentation stood the test of time . " Game Revolution said that although the game has " noticeably aged compared to brand new RPGs [ ... ] it 's still a terrific game " , awarding 91 out of 100 . Former GameSpot editor Jeff Gerstmann gave the Virtual Console port 8 @.@ 9 out of 10 , writing , " Even after nine years , Ocarina of Time holds up surprisingly well , offering a lengthy and often @-@ amazing adventure " . Edge magazine commented in its 2007 " The 100 Best Games " special issue , " [ Ocarina of Time ] was an astonishing achievement in 1998 and , almost a decade later , still serves as the landmark for its successors and 3D adventure games in general ... In a series composed of awfully big adventures , Ocarina may no longer be the prettiest , or even the biggest , but it 's still the best of all . "