= The Legend of Zelda : Twilight Princess =

The Legend of Zelda : Twilight Princess (Japanese : ?????? ??????????? , Hepburn : Zeruda no Densetsu : Towairaito Purinsesu) is an action @-@ adventure game developed and published by Nintendo for the GameCube and Wii home video game consoles . It is the thirteenth installment in the The Legend of Zelda series . Originally planned for release on the GameCube in November 2005 , Twilight Princess was delayed by Nintendo to allow its developers to refine the game , add more content , and port it to the Wii . The Wii version was released alongside the console in North America in November 2006 , and in Japan , Europe , and Australia the following month . The GameCube version was released worldwide in December 2006 .

The story focuses on series protagonist Link , who tries to prevent Hyrule from being engulfed by a corrupted parallel dimension known as the Twilight Realm . To do so , he takes the form of both a Hylian and a wolf , and is assisted by a mysterious creature named Midna . The game takes place hundreds of years after Ocarina of Time and Majora 's Mask , in an alternate timeline from The Wind Waker .

At the time of its release , Twilight Princess was considered the greatest entry in the Zelda series by many critics , including writers for 1UP.com , Computer and Video Games , Electronic Gaming Monthly , Game Informer , GamesRadar , IGN , and The Washington Post . It received several Game of the Year awards , and was the most critically acclaimed game of 2006 . As of September 2015 , 8 @.@ 85 million copies of the game have been sold worldwide , making it the best @-@ selling title in the series . In 2011 , the Wii version was rereleased under the Nintendo Selects label . A high @-@ definition remaster for the Wii U , The Legend of Zelda : Twilight Princess HD , was released in March 2016 .

= = Gameplay = =

The Legend of Zelda : Twilight Princess is an action @-@ adventure game focused on combat , exploration , and puzzle @-@ solving . It uses the basic control scheme introduced in Ocarina of Time , including context @-@ sensitive action buttons and L @-@ targeting (Z @-@ targeting on the Wii) , a system that allows the player to keep Link 's view focused on an enemy or important object while moving and attacking . Link can walk , run , and attack , and will automatically jump when running off of or reaching for a ledge . Link uses a sword and shield in combat , complemented with secondary weapons and items , including a bow and arrows , a boomerang , and bombs . While L @-@ targeting , projectile @-@ based weapons can be fired at a target without the need for manual aiming .

The context @-@ sensitive button mechanic allows one button to serve a variety of functions , such as talking , opening doors , and pushing , pulling , and throwing objects . The on @-@ screen display shows what action , if any , the button will trigger , determined by the situation . For example , if Link is holding a rock , the context @-@ sensitive button will cause Link to throw the rock if he is moving or targeting an object or enemy , or place the rock on the ground if he is standing still .

The GameCube and Wii versions feature several minor differences in their controls . The Wii version of the game makes use of the motion sensors and built @-@ in speaker of the Wii Remote . The speaker emits the sounds of a bowstring when shooting an arrow , Midna 's laugh when she gives advice to Link , and the series ' trademark " chime " when discovering secrets . The player controls Link 's sword by swinging the Wii Remote . Other attacks are triggered using similar gestures with the Nunchuk . Unique to the GameCube version is the ability for the player to control the camera freely , without entering a special " lookaround " mode required by the Wii ; however , in the GameCube version , only two of Link 's secondary weapons can be equipped at a time , as opposed to four in the Wii version .

The game features nine dungeons ? large , contained areas where Link battles enemies , collects items , and solves puzzles . Link navigates these dungeons and fights a boss at the end in order to obtain an item or otherwise advance the plot . The dungeons are connected by a large overworld , across which Link can travel on foot ; on his horse , Epona ; or by teleporting with Midna 's

assistance .

When Link enters the Twilight Realm , the void that corrupts parts of Hyrule , he transforms into a wolf . He is eventually able to transform between his Hylian and wolf forms at will . As a wolf , Link loses the ability to use his sword , shield , or any secondary items ; he instead attacks by biting and defends primarily by dodging attacks . However , " Wolf Link " gains several key advantages in return ? he moves faster than he does as a human (though riding Epona is still faster) and digs holes to create new passages and uncover buried items , and has improved senses , including the ability to follow scent trails . He also carries Midna , a small imp @-@ like creature who gives him hints , uses an energy field to attack enemies , helps him jump long distances , and eventually allows him to " warp " to any of several preset locations throughout the overworld . Using Link 's wolf senses , the player can see and listen to the wandering spirits of those affected by the Twilight , as well as hunt for enemy ghosts named Poes .

The artificial intelligence (AI) of enemies in Twilight Princess is more advanced than that of enemies in The Wind Waker . Enemies react to defeated companions and to arrows or slingshot pellets that pass by , and can detect Link from a greater distance than was possible in previous games .

There is very little voice acting in the game , as is the case in most The Legend of Zelda titles to date . Link remains silent in conversation , but grunts when attacking or injured and gasps when surprised . His emotions and responses are largely indicated visually by nods and facial expressions . Other characters have similar language @-@ independent verbalizations , including laughter , surprised or fearful exclamations , and screams . Midna has the most voice acting ? her on @-@ screen dialogue is often accompanied by a babble of pseudo @-@ speech , which was produced by scrambling English phrases sampled by Japanese voice actress Akiko K?moto .

= = Plot = =

Twilight Princess takes place several centuries after Ocarina of Time and Majora 's Mask . The game begins with a youth named Link , who is working as a ranch hand in Ordon Village . One day , the village is attacked by Bulblins , who carry off the village 's children with Link in pursuit before he encounters a wall of Twilight . A Shadow Beast pulls him beyond the wall into the Twilight @-@ shrouded forest , where he is transformed into a wolf and imprisoned . Link is soon freed by an imp @-@ like Twilight creature named Midna , who offers to help him if he obeys her unconditionally . She guides him to Princess Zelda , who explains that Zant , the King of the Twilight , infiltrated Hyrule Castle and forced her to surrender . The conquered kingdom was enveloped in Twilight , rendering all its inhabitants besides Link and Zelda spirits . In order to save Hyrule , Link must first revive the Light Spirits by entering the Twilight @-@ covered regions and , as a wolf , recovering the Spirits ' light from the Twilight beings that stole it . Once revitalized , each Spirit returns Link to his Hylian form .

During this time , Link also helps Midna acquire the Fused Shadows , fragments of a relic containing powerful dark magic . In return , she aids Link in rescuing Ordon Village 's children and assisting the monkeys of Faron , the Gorons of Eldin , and the Zoras of Lanayru . After restoring the Light Spirits and obtaining the Fused Shadows , Link and Midna are ambushed by Zant , who relieves Midna of the fragments . She ridicules him for abusing his tribe 's magic , but Zant reveals that his power comes from another source as he uses it to revert Link to his wolf state . Failing to seduce Midna into joining forces with him , Zant leaves her to die from the world 's light . Upon bringing a dying Midna to Zelda , Link learns he needs the Master Sword to lift Zant 's curse . Zelda sacrifices herself to heal Midna with her power before vanishing mysteriously . Moved by Zelda 's selflessness , Midna begins to care more about Link and the fate of the light world .

After gaining the Master Sword , Link is cleansed of the curse that kept him in wolf form . Deep within the Gerudo Desert , Link and Midna locate the Mirror of Twilight , the only known gateway between Hyrule and the Twilight Realm , but discover it is broken . The Sages there explain that Zant tried to destroy it , but merely managed to shatter it into fragments ; only the true ruler of the Twili can completely destroy the Mirror of Twilight . They also relate that they once used it to banish

Ganondorf , the Gerudo tribe leader who attempted to steal the Triforce , to the Twilight Realm when executing him failed . Link and Midna set out to retrieve the missing shards of the Mirror . Once the portal has been restored , the Sages reveal to Link that Midna is the true ruler of the Twilight Realm , usurped by Zant when he cursed her into her current form . Confronting Zant , Link and Midna learn that Zant 's coup was made possible when he forged a pact with Ganondorf , who asked for Zant 's assistance in subjugating Hyrule . After Link defeats Zant , Midna recovers the Fused Shadows and destroys Zant after learning that only Ganondorf 's death can release her from her curse .

Returning to Hyrule , Link and Midna find Ganondorf in Hyrule Castle , with a lifeless Zelda suspended above his head . Ganondorf fights Link by possessing Zelda 's body and by transforming into a massive boar @-@ like beast , but Link defeats him and Midna is able to resuscitate Zelda . Ganondorf then revives , and Midna teleports Link and Zelda outside the castle so she can hold him off with the Fused Shadows . However , as Hyrule Castle collapses , it is revealed that Ganondorf was victorious as he crushes Midna 's helmet . Ganondorf engages Link on horseback ; assisted by Zelda and the Light Spirits , Link eventually knocks Ganondorf off his horse and they duel on foot before Link strikes down Ganondorf and plunges the Master Sword into his chest . With Ganondorf dead , the Light Spirits revivify Midna and restore her to her true form . After bidding farewell to Link and Zelda , Midna returns home and destroys the Mirror of Twilight with a tear to maintain balance between Hyrule and the Twilight Realm . As Hyrule Castle is rebuilt , Link leaves Ordon Village , heading to parts unknown .

= = Development = =

= = = Creation = = =

In 2003 , Nintendo announced that a new The Legend of Zelda game was in the works for the GameCube by the same team that had created the cel @-@ shaded The Wind Waker . At the following year 's Game Developers Conference , director Eiji Aonuma unintentionally revealed that the game 's sequel was in development under the working title The Wind Waker 2 ; it was set to use a similar graphical style to that of its predecessor . Nintendo of America told Aonuma that North American sales of The Wind Waker were sluggish because its cartoon appearance created the impression that the game was designed for a young audience . Concerned that the sequel would have the same problem , Aonuma expressed to producer Shigeru Miyamoto that he wanted to create a realistic Zelda game that would appeal to the North American market . Miyamoto , hesitant about solely changing the game 's presentation , suggested the team 's focus should instead be on coming up with gameplay innovations . He advised that Aonuma should start by doing what could not be done in Ocarina of Time , particularly horseback combat .

In four months , Aonuma 's team managed to present realistic horseback riding , which Nintendo later revealed to the public with a trailer at Electronic Entertainment Expo 2004 . The game was scheduled to be released the next year , and was no longer a follow @-@ up to The Wind Waker ; a true sequel to it was released for the Nintendo DS in 2007 , in the form of Phantom Hourglass . Miyamoto explained in interviews that the graphical style was chosen to satisfy demand , and that it better fit the theme of an older incarnation of Link . The game runs on a modified The Wind Waker engine .

Prior Zelda games have employed a theme of two separate , yet connected , worlds . In A Link to the Past , Link travels between a " Light World " and a " Dark World " ; in Ocarina of Time , as well as in Oracle of Ages , Link travels between two different time periods . The Zelda team sought to reuse this motif in the series ' latest installment . It was suggested that Link transform into a wolf , much like he metamorphoses into a rabbit in the Dark World of A Link to the Past . The story of the game was created by Aonuma , and later underwent several changes by scenario writers Mitsuhiro Takano and Aya Kyogoku . Takano created the script for the story scenes , while Kyogoku and Takayuki Ikkaku handled the actual in @-@ game script . Aonuma left his team working on the new

idea while he directed The Minish Cap for the Game Boy Advance . When he returned , he found the Twilight Princess team struggling . Emphasis on the parallel worlds and the wolf transformation had made Link 's character unbelievable . Aonuma also felt the gameplay lacked the caliber of innovation found in Phantom Hourglass , which was being developed with touch controls for the Nintendo DS . At the same time , the Wii was under development with the code name " Revolution " . Miyamoto thought that the Revolution 's pointing device , the Wii Remote , was well suited for aiming arrows in Zelda , and suggested that Aonuma consider using it .

= = = Wii transition = = =

 Aonuma had anticipated creating a Zelda game for what would later be called the Wii , but had assumed that he would need to complete Twilight Princess first . His team began work developing a pointing @-@ based interface for the bow and arrow , and Aonuma found that aiming directly at the screen gave the game a new feel , just like the DS control scheme for Phantom Hourglass . Aonuma felt confident this was the only way to proceed , but worried about consumers who had been anticipating a GameCube release . Developing two versions would mean delaying the previously announced 2005 release , still disappointing the consumer . Satoru Iwata felt that having both versions would satisfy users in the end , even though they would have to wait for the finished product . Aonuma then started working on both versions in parallel .
 Transferring GameCube development to the Wii was relatively simple , since the Wii was being created to be compatible with the GameCube . At E3 2005 , Nintendo released a small number of Nintendo DS game cards containing a preview trailer for Twilight Princess . They also announced that Zelda would appear on the Wii (then codenamed " Revolution ") , but it was not clear to the media if this meant Twilight Princess or a different game .
 The team worked on a Wii control scheme , adapting camera control and the fighting mechanics to the new interface . A prototype was created that used a swinging gesture to control the sword from a first @-@ person viewpoint , but was unable to show the variety of Link 's movements . When the third @-@ person view was restored , Aonuma thought it felt strange to swing the Wii Remote with the right hand to control the sword in Link 's left hand , so the entire Wii version map was mirrored . Details about Wii controls began to surface in December 2005 when British publication NGC Magazine claimed that when a GameCube copy of Twilight Princess was played on the Revolution , it would give the player the option of using the Revolution controller . Miyamoto confirmed the Revolution controller @-@ functionality in an interview with Nintendo of Europe and Time reported this soon after . However , support for the Wii controller did not make it into the GameCube release . At E3 2006 , Nintendo announced that both versions would be available at the Wii launch , and had a playable version of Twilight Princess for the Wii . Later , the GameCube release was pushed back to a month after the launch of the Wii .
 Nintendo staff members reported that demo users complained about the difficulty of the control scheme . Aonuma realized that his team had implemented Wii controls under the mindset of " forcing " users to adapt , instead of making the system intuitive and easy to use . He began rethinking the controls with Miyamoto to focus on comfort and ease . The camera movement was reworked and item controls were changed to avoid accidental button presses . In addition , the new item system required use of the button that had previously been used for the sword . To solve this , sword controls were transferred back to gestures ? something E3 attendees had commented they would like to see . This reintroduced the problem of using a right @-@ handed swing to control a left @-@ handed sword attack . The team did not have enough time before release to rework Link 's character model , so they instead flipped the entire game ? everything was made a mirror image . Link was now right @-@ handed , and references to " east " and " west " were switched around . The GameCube version , however , was left with the original orientation . The Twilight Princess player 's guide focuses on the Wii version , but has a section in the back with mirror @-@ image maps for GameCube users .

= = = Music = = =

The game 's score was composed by Toru Minegishi and Asuka Ohta , with series regular Koji Kondo serving as the sound supervisor . Minegishi took charge of composition and sound design in Twilight Princess , providing all field and dungeon music . For the trailers , three pieces were written by different composers , two of which were created by Mahito Yokota and Kondo . Michiru ?shima created orchestral arrangements for the three compositions , later to be performed by an ensemble conducted by Yasuzo Takemoto . Kondo 's piece was later chosen as music for the E3 2005 trailer and for the demo movie after the game 's title screen .

Media requests at the trade show prompted Kondo to consider using orchestral music for the other tracks in the game as well , a notion reinforced by his preference for live instruments . He originally envisioned a full 50 @-@ person orchestra for action sequences and a string quartet for more " lyrical moments " , though the final product used sequenced music instead . Kondo later cited the lack of interactivity that comes with orchestral music as one of the main reasons for the decision . Both six- and seven @-@ track versions of the game 's soundtrack were released on November 19 , 2006 , as part of a Nintendo Power promotion and bundled with replicas of the Master Sword and the Hylian Shield .

= = = Technical issues = = =

Following the discovery of a buffer overflow vulnerability in the Wii version of Twilight Princess , an exploit known as the " Twilight Hack " was developed , allowing the execution of custom code from a Secure Digital (SD) card on the console . A specifically designed save file would cause the game to load unsigned code , which could include Executable and Linkable Format (ELF) programs and homebrew Wii applications . Versions 3 @.@ 3 and 3 @.@ 4 of the Wii Menu prevented copying exploited save files onto the console until circumvention methods were discovered , and version 4 @.@ 0 of the Wii Menu patched the vulnerability .

= = = Wii U version = = =

A high @-@ definition remaster of the game , The Legend of Zelda : Twilight Princess HD , was developed by Tantalus Media for the Wii U. Announced during a Nintendo Direct presentation on November 12 , 2015 , it features enhanced graphics and Amiibo functionality . The game was released in North America and Europe on March 4 , 2016 ; in Australia on March 5 , 2016 ; and in Japan on March 10 , 2016 .

Certain bundles of the game contain a Wolf Link Amiibo figurine , which unlocks a Wii U @-@ exclusive dungeon called the " Cave of Shadows " and can carry data over to The Legend of Zelda : Breath of the Wild . Other Zelda @-@ related Amiibo figurines have distinct functions : Link and Toon Link replenish arrows , Zelda and Sheik restore Link 's health , and Ganondorf causes Link to take twice as much damage . A CD containing 20 musical selections from the game was available as a GameStop preorder bonus in North America ; it is included with the limited @-@ edition bundle in other regions .

= = Reception = =

= = = Reviews = = =

Twilight Princess was released to universal critical acclaim and commercial success . It received perfect scores from major publications such as 1UP.com , Computer and Video Games , Electronic Gaming Monthly , Game Informer , GamesRadar , and GameSpy . On the review aggregator Metacritic , Twilight Princess holds scores of 95 / 100 for the Wii version and 96 / 100 for the GameCube version , indicating " universal acclaim " . GameTrailers in their review called it one of the greatest games ever created .

On release , Twilight Princess was considered to be the greatest Zelda game ever made by many critics including writers for 1UP.com , Computer and Video Games , Electronic Gaming Monthly , Game Informer , GamesRadar , IGN and The Washington Post . Game Informer called it " so creative that it rivals the best that Hollywood has to offer " . GamesRadar praised Twilight Princess as " a game that deserves nothing but the absolute highest recommendation " . Cubed3 hailed Twilight Princess as " the single greatest videogame experience " . Twilight Princess 's graphics were praised for the art style and animation , although the game was designed for the GameCube , which is technically lacking compared to the next generation consoles . Both IGN and GameSpy pointed out the existence of blurry textures and low @-@ resolution characters . Despite these complaints , Computer and Video Games felt the game 's atmosphere was superior to that of any previous Zelda game , and regarded Twilight Princess 's Hyrule as the best version ever created . PALGN praised the game 's cinematics , noting that " the cutscenes are the best ever in Zelda games " . Regarding the Wii version , GameSpot 's Jeff Gerstmann said the Wii controls felt " tacked @-@ on " , although 1UP.com said the remote @-@ swinging sword attacks were " the most impressive in the entire series " . Gaming Nexus considered Twilight Princess 's soundtrack to be the best of this generation , though IGN criticized its MIDI @-@ formatted songs for lacking " the punch and crispness " of their orchestrated counterparts . Hyper 's Javier Glickman commended the game for its " very long quests , superb Wii controls and being able to save anytime " . However , he criticised it for " no voice acting , no orchestral score and slightly outdated graphics " .

= = = Awards = = =

Twilight Princess received the awards for Best Artistic Design , Best Original Score , and Best Use of Sound from IGN for its GameCube version . Both IGN and Nintendo Power gave Twilight Princess the awards for Best Graphics and Best Story . Twilight Princess received Game of the Year awards from GameTrailers , 1UP.com , Electronic Gaming Monthly , Game Informer , Games Radar , GameSpy , Spacey Awards , X @-@ Play and Nintendo Power . It was also given awards for Best Adventure Game from the Game Critics Awards , X @-@ Play , IGN , GameTrailers , 1UP.com , and Nintendo Power . The game was considered the Best Console Game by the Game Critics Awards and GameSpy . The game placed 16th in Official Nintendo Magazine 's list of the 100 Greatest Nintendo Games of All Time . IGN ranked the game as the 4th @-@ best Wii game . Nintendo Power ranked the game as the third @-@ best game to be released on a Nintendo system in the 2000s decade .

= = = Sales and legacy = = =

During its first week , the game was sold with three of every four Wii purchases . The game had sold 5 @.@ 82 million copies on the Wii as of March 31 , 2011 , and 1 @.@ 32 million on the GameCube as of March 31 , 2007 . As of September 30 , 2015 , the game has sold 8 @.@ 85 million copies worldwide on both platforms , making it the best @-@ selling installment in the series .

A Japan @-@ exclusive manga series based on Twilight Princess , penned and illustrated by Akira Himekawa , was first released on February 8 , 2016 . The series is available solely via publisher Shogakukan 's MangaOne mobile application . While the manga adaptation began almost ten years after the initial release of the game on which it is based , it launched only a month before the release of the high @-@ definition remake .

To commemorate the launch of the My Nintendo loyalty program in March 2016 , Nintendo released My Nintendo Picross : The Legend of Zelda : Twilight Princess , a Picross puzzle game developed by Jupiter for download to the Nintendo 3DS .