



THE LEGEND OF  
**ZELDA**  
BREATH OF THE WILD  
EXPLORER'S GUIDE



Fantasy Violence  
Mild Suggestive Themes  
Use of Alcohol

amiibo sold separately. Visit amiibo.com for details on amiibo functionality.  
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# WHAT IS THE LEGEND OF ZELDA™?



The Legend of Zelda... Maybe you've seen some golden cartridges bearing that name in a friend's gaming collection or glimpsed a pointy-eared hero in green on a game box or two. **But what exactly IS The Legend of Zelda**, and how



can you join in on this epic quest? Before we dive deeper into the latest adventure in this series, let's start with the basics.

The Legend of Zelda series chronicles the timeless struggle between darkness and light, and at its heart is the wise **Princess Zelda**. But don't be fooled—she's so much more than just a princess. Goddess. Warrior. Sage. Pirate? Ghost?! This lady sure knows how to make an impact! She is the light that shines upon the

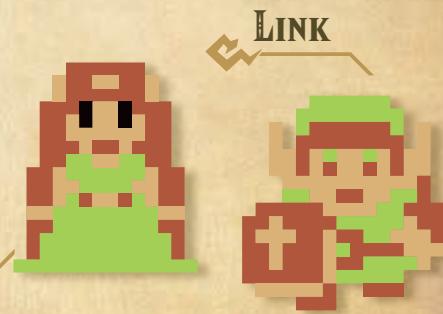


land of Hyrule and the embodiment of wisdom. Together with **Link**, the courageous hero, it is her eternal destiny to help the chosen hero keep the corrupting power of evil at bay and to protect the sacred **Triforce** from falling into the wrong hands (namely those of the nightmarish villain **Ganon**).

Of course, before you raise your sword, you must take your first steps, and that's true for Link as well. **With legendary adventures on Nintendo's beloved gaming systems**, from the original Legend of Zelda on the Nintendo Entertainment System™ to A Link to the Past on



Super Nintendo Entertainment System™, to Ocarina of Time on Nintendo 64™, and all the way until—you guessed it—**Breath of the Wild on Nintendo Switch™**, Link's numerous quests have spanned the generations. And it all starts with a sleepy hero, a legendary blade, and a fate that can't be ignored...



# THE LEGEND OF LINK!

Good ol' **Link**... His name isn't in the series title, but that doesn't stop him from leaving his comfy bed and **rescuing the kingdom of Hyrule from the clutches of Ganon** on a regular basis. While our brave hero starts out with little more to his name than the clothes on his back (or lack thereof), his courageous spirit eventually allows him to overcome impossible odds by acquiring the tools and abilities he needs to save Hyrule from a terrible fate. Among all the cool relics and gadgets Link finds himself in possession of, the one that truly defines him is his trusty companion



in the fight against evil...**the fabled Master Sword**! It's a long road from Link's quiet home to the resting place of his mighty blade, but if anyone can manage the challenge, it's Link. After all, you don't earn the nickname "**Hero of Time**" by shying away from a challenge!

The courageous hero **Link**... The wise princess **Zelda**... The powerful demon king **Ganon**... These figures embody the three parts of the **Triforce**, a holy relic with incredible power. Their struggles and triumphs have taken many forms across time, but their most epic adventure yet is at your fingertips.



**MASTER SWORD**



# THE WILDS OF HYRULE



The latest journey in The Legend of Zelda series takes place at a time when **the kingdom of Hyrule has fallen to Ganon's terrible power**, despite the best efforts of **Link, Zelda, and the four Champions**. The journey begins with our hero, Link, **awakening after 100 years of slumber** to find Hyrule on the verge



of ruin, still suffering from the aftermath of Ganon's destruction and held prisoner by a darkness

that can't be contained for much longer. With only the guidance of a **mysterious old man** he meets on the Great Plateau to set him on his path, Link must unravel the mysteries of his **missing memories**

and somehow restore the kingdom to its former glory by overcoming the threat of **Calamity Ganon**. But...**what befell Princess Zelda?** Where is she now? And can Link rescue her and her kingdom before

they're forever lost? Only **YOU** can answer these questions, brave hero. So heed the call and prepare for an adventure unlike any you've experienced before!



# RUNES

While Link may start his adventure with little more than courage on his side, the **Sheikah Slate** he finds upon awakening soon proves to be an invaluable tool in his fight against Ganon. However, just like Link, the Sheikah Slate also suffered from memory loss during its 100-year slumber. It will take some doing, but after **conquering the four shrines of the Great Plateau**, Link will unlock four of the Sheikah Slate's **Rune** abilities:

**Remote Bombs**, **Magnesis**, **Stasis**, and **Cryonis**. Each of these allows



our hero to explore and interact with the world in brand-new ways, opening up new paths of exploration and providing plenty of creative options for disposing of enemies. Hmm, but there's also a **Camera Rune** to recover as well... How will Link unlock it?



## REMOTE BOMBS

Create spherical or cubic bombs to blast enemies, destroy objects, and generally spread mischief.



## MAGNESSIS

Grab and move metal objects at will. Say... aren't treasure chests made of metal?



## STASIS

Stop time for an object, then hit it with a heavy weapon to build up kinetic energy and send it flying.



## CRYONIS

Create scalable pillars of ice where water is present. Cryonis can also be used to shatter ice.



## CAMERA

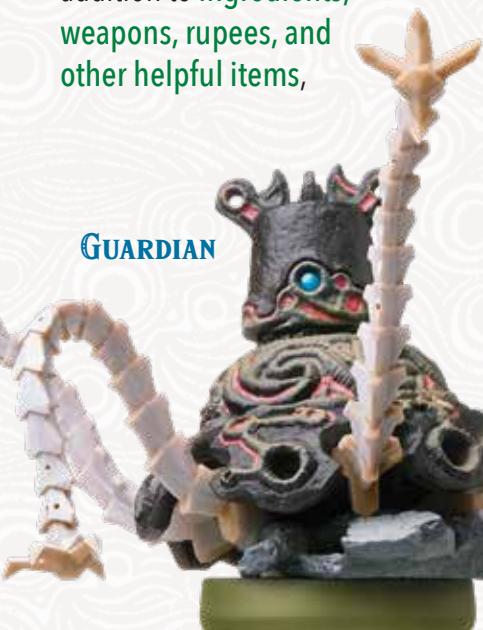
Collect pictures (or even selfies) for your Album as you journey through Hyrule. Just equip it and SNAP!

# THE POWER OF AMIIBO

Hyrule is brimming with mysterious technology. In fact, one of Link's Runes even allows you to scan **amiibo™ figures**. By scanning amiibo figures related to The Legend of Zelda series, you can **score some cool swag** to help you on your journey. In addition to **ingredients**, **weapons**, **rupees**, and **other helpful items**,



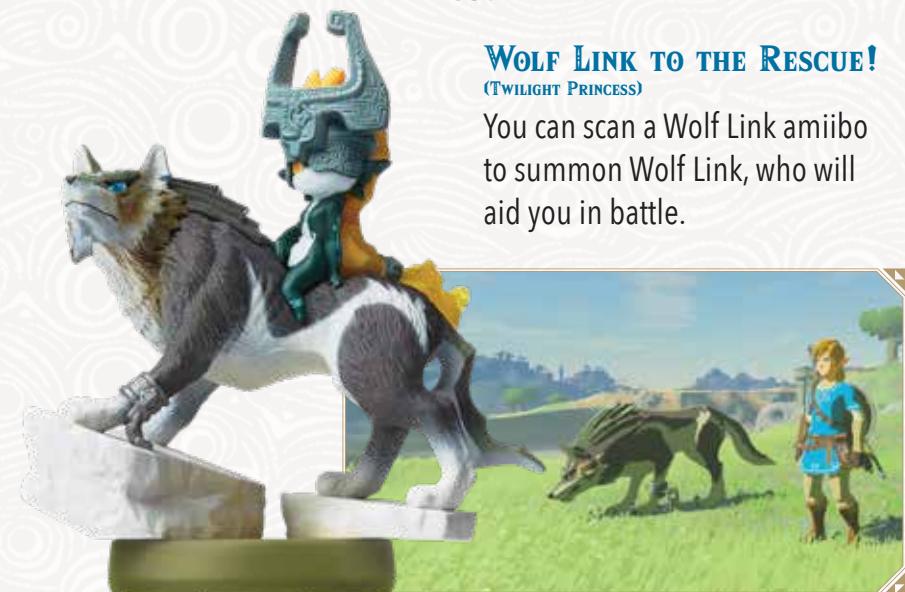
you may be surprised by what cool treasure you can acquire with the tap of an amiibo. A Guardian amiibo, for example, could earn you some cool **Guardian equipment**, and if you're short on bows, try scanning a Link (Archer) amiibo.



GUARDIAN



BOKOBLIN



WOLF LINK TO THE RESCUE!  
(TWILIGHT PRINCESS)

You can scan a Wolf Link amiibo to summon Wolf Link, who will aid you in battle.



ZELDA

LINK  
(RIDER)

LINK  
(ARCHER)

# FUN WITH LEGEND OF ZELDA SERIES AMIIBO



While it makes sense that Breath of the Wild series amiibo have a lot to offer to the experience, they're not the only amiibo that can join the party. If you have other [Zelda series amiibo](#), such as those from [The Legend of Zelda 30th Anniversary series](#), bust them out and scan them to your heart's content. From [Ocarina of Time](#) to [The Wind Waker](#) to the original [Legend of Zelda](#) and more, there are all kinds of Zelda-related amiibo out there just waiting to be scanned. The best part is that doing so can earn you some useful ingredients and materials...and

potentially some [special items](#) and [clothing](#) as well! This includes pieces of [armor](#) and [equipment](#) that honor the [history of this legendary franchise](#) (such as different versions of [a certain green tunic](#) our Hylian hero is often known to wear). From classic clothing Link has worn in his past adventures to familiar weapons and shields, collecting treasure from the various Legend of Zelda amiibo is a great way to celebrate Link's rich legacy while scoring some rare gear. Certain amiibo may even have the power to summon [a beloved equine companion](#) from Link's past...



TOON LINK  
(WIND WAKER)

LINK  
(THE LEGEND OF ZELDA)



LINK  
(MAJORA'S MASK)



LINK  
(OCARINA OF TIME)



LINK  
(SKYWARD SWORD)



ZELDA  
(WIND WAKER)



LINK  
(TWILIGHT PRINCESS)



# CHAMPION AMIIBO AND MORE



The four Champions of Hyrule play an integral role in your adventure and are key allies in the fight for Hyrule. **Mipha, the Zora Champion...** **Daruk, the Goron Champion...** **Urbosa, the Gerudo Champion...** **Revali, the Rito Champion...** Even in amiibo form, these four brave souls are eager to help Link complete his quest. By scanning any of the Champion amiibo, you can score helpful equipment and maybe even a **special item related to that Champion.**

But what if you don't have any amiibo from The Legend of Zelda series? That's no problem at all! If you have

any amiibo not related to The Legend of Zelda, you can scan those too. **All amiibo are compatible with Breath of the Wild** and can be scanned to score **ingredients, materials, ore**, and maybe even some **rare items**.

If you want to scan an amiibo, just turn the amiibo setting on from the Options menu, and then activate the **amiibo Rune** and start scanning. Keep in mind that **you can scan each amiibo once per day**, so if you don't receive the item you're looking for, try again another day!



**DARUK**  
(GORON CHAMPION)



**MIPHA**  
(ZORA CHAMPION)



**URBOSA**  
(GERUDO CHAMPION)

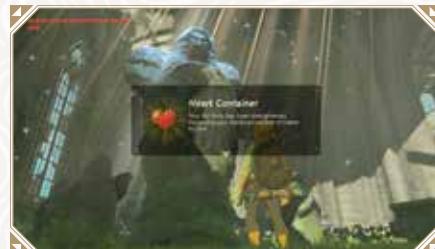


**REVALI**  
(RITO CHAMPION)

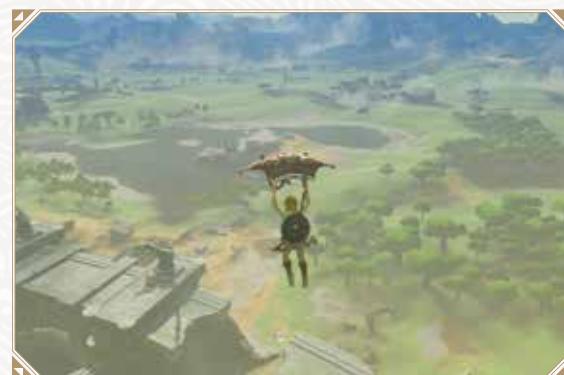
# EXPLORING HYRULE



The kingdom of Hyrule is vast and wild. You could spend hours exploring the **forest** and the **snowy mountain**...the **tranquil pond** and the **raging river**...the **ruins** and the **enemy bases**...and that's just on the **Great Plateau**! The Great Plateau, as it were, is just a small portion of Hyrule, so adventuring hearts will not want for places to explore and challenges to overcome.



To discover all of the many secrets and wonders Hyrule has to offer, you must master **the art of climbing**, as most surfaces in Hyrule are climbable. A green wheel shows how much **stamina** Link has left, and it slowly goes down as he climbs or runs. By collecting **Spirit Orbs** from shrines, **you can increase your Stamina Wheel**, allowing Link to exert himself longer before he must stop to recover. **Certain foods can replenish or temporarily increase your stamina**, and wearing **clothing from the Climber's set** will help Link climb faster. Another handy trick is to use your last sliver of stamina to jump upward—some-



it quite difficult to climb when it's raining!

While climbing is a great way to reach new heights, it's only one of the many ways Link has to explore the world. Soaring from a high

spot with your **Paraglider** allows you to **travel great distances quickly**. And the next time you see a raft, you may want to try climbing on board and swinging a Korok Leaf...



# A WEALTH OF WEAPONS

When you first start your adventure, you're without any means of protecting yourself. But that's certainly no way to go about saving a whole kingdom! Luckily, there's no shortage of weapons scattered around Hyrule to help you on your quest—but it's up to you to get your hands on them!



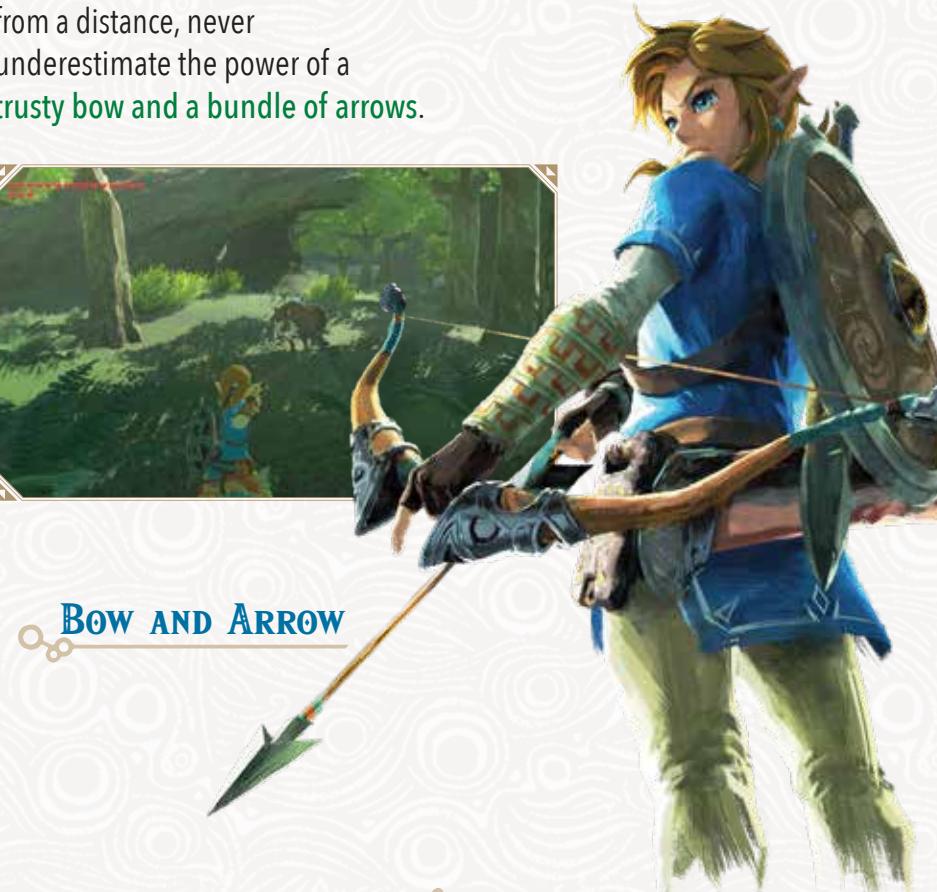
The question is...which weapon type best suits your fighting style? You don't have to pick just one, but it's certainly helpful to be aware of what each type of weapon has to offer, and to get a feel for which types you prefer so you can properly stock your inventory. Spears, for



example, allow for quick, successive hits but generally aren't very powerful. Swords offer a balance of speed and power, while two-handed weapons are slow but mighty. You may also happen upon other cool weapons, such as boomerangs. Throw a boomerang and it will actually circle back and return to you, allowing you to catch it if your timing is just right. There



are also some less traditional weapons to collect, such as a mop, a pitchfork, a ladle, an oar...you can even arm yourself with an arm! And when it comes to getting rid of enemies from a distance, never underestimate the power of a trusty bow and a bundle of arrows.



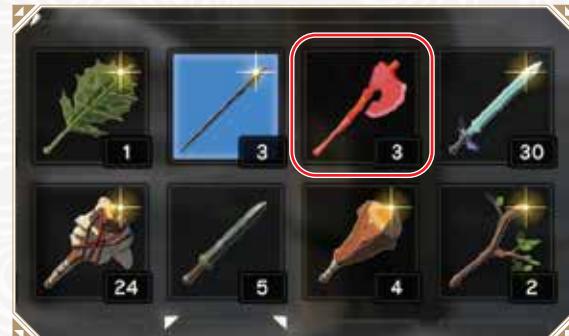
## BOW AND ARROW



breaking point, instead of waiting for it to shatter, you can always **throw it at an enemy** to land a **critical hit**.

As you would imagine, your weapons take a lot of abuse, what with being used to attack everything in arm's reach and all. **Each weapon can only dish out so much damage before it breaks**, so you'll want to **keep an eye on the condition of your equipped weapon** if you don't want it to break in the middle of an epic battle. If you open your inventory, you can see at a glance how each of your weapons is faring. Weapons with a **shine** in the corner are still **brand-new**, while ones that are **glowing red** are **badly damaged**. But worry not! If your weapon is nearing its

breaking point, instead of waiting for it to shatter, you can always **throw it at an enemy** to land a **critical hit**. Since there are so many enemies to fight (and things to needlessly smack with your sword just for the joy of it), you're going to want to keep your inventory of weapons well stocked. Your weapon supply can easily be replenished by **grabbing ones that enemies drop**, or even by **sneaking around an enemy base** and snagging their weapons while they're sleeping. You'll also find weapons **scattered around towns or abandoned areas**,



as well as **hidden in treasure chests**. Stay vigilant and keep an eye out for any opportunity to restock your inventory so you'll never be short on equipment when an important battle arises.

this sword and prove yourself worthy of awakening it from its slumber, its power will be yours to command. While the Master Sword will still run out of energy and need to recharge after a certain amount



While certain weapons can be easily replaced, there are a couple of very special ones that are far more precious. These **special weapons** are tied to **Champions**, and while they'll still break like any other weapon, they **can actually be remade if you take the right materials to the right blacksmith**. And let's not forget that somewhere out there is the **legendary Master Sword**, Link's fated blade in the fight against evil. Once you locate

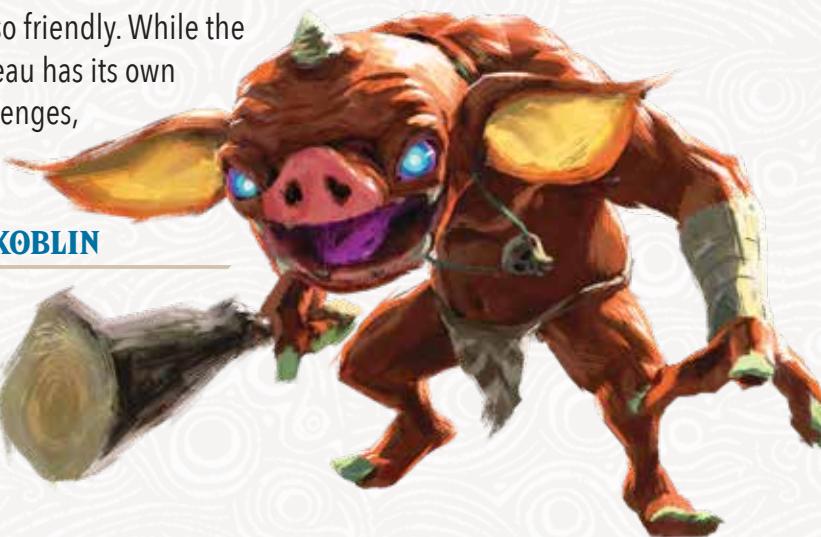
of use, **it will never break**. EVER. You'd expect nothing less from a legendary blade!

While your mind may be racing with thoughts of all the cool weapons you can collect and use in Hyrule, a word to the wise: be sure to **leave room in your inventory** for a **Korok Leaf** and a **torch**. You never know when such tools will come in handy for puzzle solving and the like.

## FIERCE ENEMIES

Being a hero would get old pretty fast if there weren't some **fearsome foes** to test your mettle against. Lucky for you, the perilous land of Hyrule more than delivers on that front. From gelatinous **Chuchus** to crafty **Bokoblins** to swarms of flying **Keese** to towering **Hinox** to terrifying **Lynels** to...well, you get the idea! Basically, Hyrule is teeming with life, and much of that life is not so friendly. While the Great Plateau has its own set of challenges,

as you delve deeper into the far reaches of Hyrule, you'll encounter even more powerful enemies along the way—including **higher tiers of foes** you may have already faced.



**BOKOBLIN**



For example, while a well-equipped hero can make quick work of a Red Bokoblin, **Blue Bokoblins** are even more powerful and have more health, and **Silver Bokoblins**...are just nasty. Watch out for those guys!

It's important to remember that **enemies will sometimes band together** and are even known to **set up camp and build bases**.

When you come upon an enemy base, you'll want to tread carefully,



otherwise you risk being overpowered by a hoard of angry foes. They'll spot you if you get too close or move too quickly, so try crouching down and slowly sneaking your

**way to a strategic spot**. Enemies standing on watch towers will alert



their buddies if they see you, so you may want to take them out with an arrow to the head before they have the chance. Once you've cleared out an enemy base, be sure to **raid the area for goods**. You may even find some treasure chests to reward you for your efforts!

## DECAYED GUARDIANS

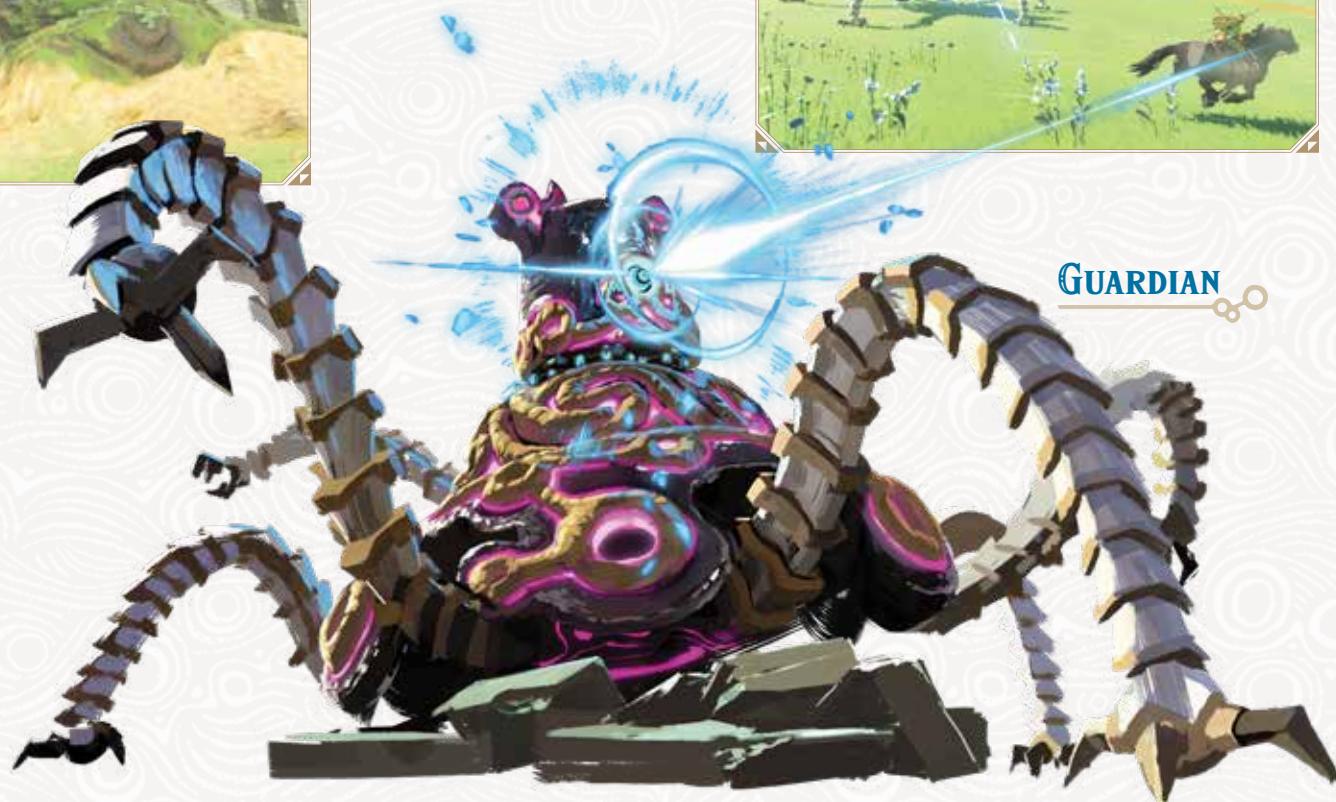


When discussing the enemies that endanger Hyrule's inhabitants, you certainly can't forget the deadly **Guardians**. There are several varieties of these ancient mechanical



wonders, but the first ones you'll likely run into are the **Decayed Guardians** on the **Great Plateau**. A Decayed Guardian won't activate until Link approaches, but once he does, it will **spring to life** and target him with its **deadly laser**. Unless you've increased your maximum health,

these things can actually **take you out with a single blast**. Needless to say, you'll need to be on your guard if you want to walk away in one piece!



**GUARDIAN**

## BATTLE TIPS



One of the best things about exploring Hyrule is that there's usually **a ton of different ways to go about doing the same task**, and that's especially true when it comes to defeating enemies. That means



**countless hours** coming up with **new ways to get the best of their foes**, whether that involves careful planning or running right into the thick of it with sword in hand. But even if you plan on not planning, there are a few **tricks and strategies** you'll want to keep in mind if you hope to prevail. To start, **never underestimate the power of sneakiness**. Crouching down and slowly inching your way closer to enemies is always a good option if

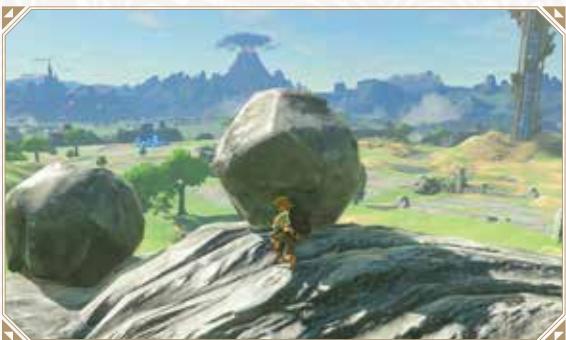
health, but you'll be much more effective at staying under the radar if you **wear clothing that increases your stealth**. If you do manage to sneak close enough to an enemy without them noticing you, you can even perform a **Sneakstrike**, which deals more damage than a normal attack. A Sneakstrike is so powerful, in fact, that it may even **defeat lower-level enemies with a single attack!** And while you're being sneaky, if you



ever run across a **sleeping Hinox**, try **climbing onto its hand** and staying put for a while. What will happen? What could possibly be gained by such a risky maneuver? There's only one way to find out!



In addition to the Sneakstrike, **landing a headshot** on an enemy with either **an arrow or a thrown weapon** also does a ton of damage. If you have a **shield equipped** and are **targeting a foe**, you can also try pressing A to **parry right before their attack lands**. This is called a **Perfect Guard**, and if timed just right, it will send your foe stumbling backward, giving you an opening to unleash a flurry of attacks. Skilled warriors can also use this technique to **deflect certain projectiles** back at the enemy, **including the laser beams**. **Guardians** are known to shoot.



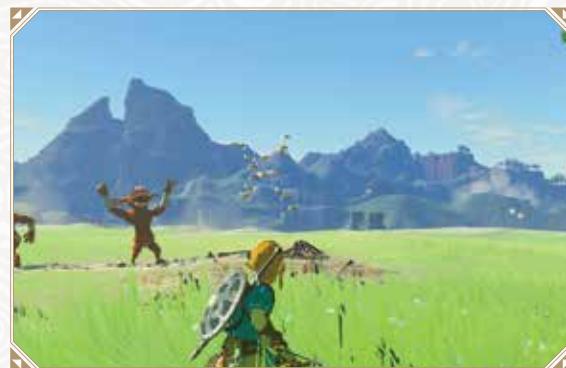
If you're all about finding creative ways to punish enemies, your options are nearly endless. For instance, if you're somewhere above a group of enemies, locate a boulder. Even if you have to travel a ways to find one, it's well worth the effort. **Simply aim said boulder at your foes and give it a push**. It will either smash your enemies into oblivion or give them a good scare. You can

also use **Magnesis** to carry over a **large metal object** and then **swing it around to do some real damage**.

If theatrics are more your style, there are options for that too. If you see a



group of monsters near a **red barrel**, try shooting it with a **Fire Arrow** from a distance to make it explode. It's also a known fact that **Bokoblins HATE bees**. If you see one hanging around near a beehive, **shoot the beehive with an arrow** and watch with delight as the bees scare the metaphorical pants off that mean Bokoblin. You can also try tricking a group of enemies into chasing you and then **use your Remote Bomb**



**Rune to drop a bomb.** Keep running and **detonate the bomb once the enemies have reached it**. If you can pull it off, it's a great way to deal some real damage without wearing down any of your weapons.



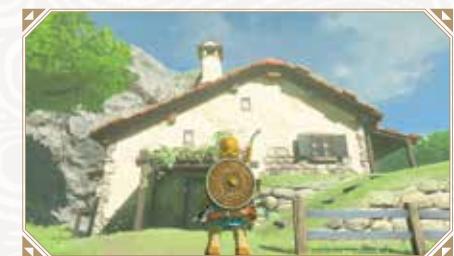
While you will undoubtedly dream up a ton of different ways to get rid of enemies, don't forget that the weapons you use are almost as important as how you use them. You'll come across some extremely

**powerful weapons** during your travels, and it would be a shame to waste all that glory on one of your weaker foes. That's why it's always a sound strategy to **save your most powerful weapons for boss fights**,

or at least for fights against powerful enemies. Since Hyrule is a wild place, **you can never be certain when an epic battle against a terrifying foe will occur**, so it's a good idea to **increase the capacity of**



his very own. Once he's shelled out the rupees for his humble abode, he can upgrade his home to include **display space for a variety of weapons**. Save up your rupees for your home and these upgrades as soon as you can, as it's quite handy being able



to clear up some space in your inventory by hanging weapons on the wall. Doing this also means you can **swing by home to stock up** whenever you know you'll be facing a boss fight or some other formidable foe in the near future.



Another thing to keep in mind is that **certain equipment is more powerful against certain enemies**. For example, **Guardian weapons** are more affective against the various types of Guardians. Since Guardians can be tricky to defeat, it certainly doesn't hurt to have weapon advantage on your side! That's why it's worth the extra effort to **seek out and stock up on this series of weapons**. They can be found in **certain shrines**, and



you may also score some by **scanning a Guardian amiibo figure**.

Speaking of equipment, you never want to run out of arrows in the middle of a fight. One way to restock if you're far from a shop is

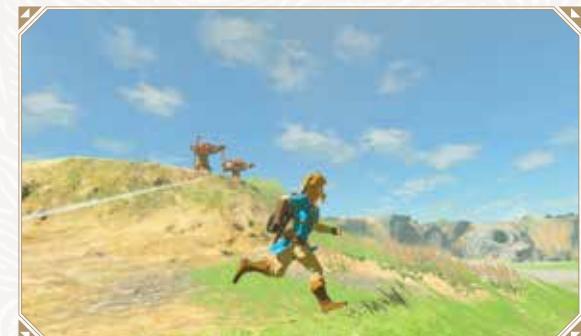


to **catch the attention of a bow-bearing enemy**.

If you can evade their shots, you can then **run around collecting the arrows that missed you**.

Once you master this trick, it's a great way to stay stocked on arrows without paying a single rupee. Shields are also essential when going up against the monsters of Hyrule. As Olkin of Kakariko Village likes to say, **the best offense is a good defense**! That means it's in your best interest to **always have a sturdy shield on hand** to defend yourself against enemy attacks.

One last battle tip: once you've unlocked it, be sure to use your **Camera Rune** to **take pictures of the enemies you face and the equipment you find** so that they'll be registered in your **Hyrule Compendium**.



After all, if you're going to brave the wilderness of Hyrule and test your mettle against ferocious beasts, you might as well make the extra effort to get some photographic evidence of your conquests!



## Cool Moves

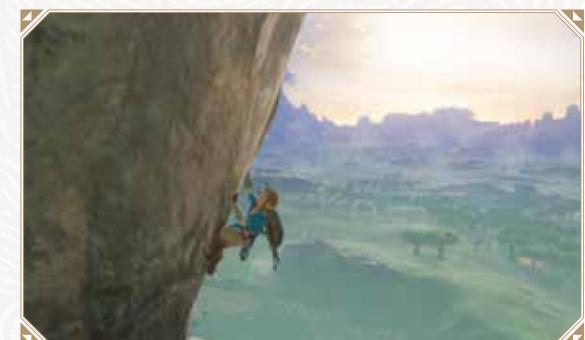


What's the point of being a hero if you're not going to look cool while doing it? OK, sure, the whole "doing good and saving the world" thing isn't without merit, but that doesn't mean you can't show off some stylish moves while you're at it. As it were, few things in this world are cooler than shield surfing. Yes, **shield surfing**. In Hyrule, shields aren't just for defense anymore. You can actually **hop aboard one and slide down slopes**. Once you've equipped the shield of your choice, all you

need to do is **press ZL to raise it, press X to jump, and then press A while you're in midair to start surfing**. If there's enough of a slope, Link will slide downhill like a champ, and you can even experiment with **pressing X or Y to perform tricks**. The slicker and steeper the slope, the better, so **keep an eye out for ideal shield-surfing spots**. See a snowy mountain? Climb it and get surfing! Just keep in mind that **surfing on a shield will wear down its durability**, and it will eventually



break if you're not mindful. So if you're addicted to the shield-surfing lifestyle, be sure to **stay stocked with plenty of durable shields**.



Another cool move you'll want to master is **mid-air shooting**. To do this, simply use your **Paraglider** to **glide down from a high spot**, and then **pull out your bow**. Doing so will **slow down time**, giving you a small window where you can **aim**

**and shoot with amazing precision**. If you're feeling adventurous, **you can also do this move on horseback** by jumping forward off of your horse and then quickly pulling out your bow.



While shield surfing and mid-air shooting definitely excel in the style department, there are also plenty of other cool moves that are easier to pull off but should by no means be underestimated in battle. One of these moves is the **backflip**. To do a backflip, simply **target an enemy with ZL and then move backwards while jumping with X**. This not only looks awesome, but it's an



**effective dodging maneuver**. Similarly, you can **lock on to an enemy and then hop side to side** if you need to **quickly evade an attack**. Switch up your strategy to keep your enemies on their toes! Another way to do



this is with a **Perfect Dodge**. We already covered the Perfect Guard, but the Perfect Dodge is another valuable tool for your arsenal. All you need to do to pull it off is **jump out of the way of a targeted enemy's attack at the last moment**. This will **momentarily slow time**, leaving the enemy vulnerable to a **powerful Flurry Rush attack**. This is a great strategy for getting a leg up on your foe, so try to use this special move every chance you get. Another classic move of

Link's is the **Spin Attack**. To execute this dizzyingly exciting move, simply **equip a sword, hold down Y to charge up the attack, and then release**. Note that this move uses up **stamina** and that you're **vulnerable to attack while it's charging up**. That said, when you pull it off, it has an **amazing reach** and can do a **healthy amount of damage** to surrounding foes. In addition to causing mischief and mayhem, it's also handy for **chopping large circles of grass**. Hyrulean crop circles, anyone?





There's clearly a lot of ground to cover when it comes to figuring out **cool moves to master** and **fun things to do** in the great land of Hyrule. The sky's the limit, so definitely don't confine yourself to



**Pushing your limits and testing the boundaries of the world around you** is one of the most satisfying parts of being a hero, so have fun with it! Your imagination can be nearly as wild as Hyrule, and just

only trying the things listed here, otherwise you'll miss out on a whole lot of discovery. Maybe you'll crash and burn a few times, but that's all par for the course when you're on an adventure.



as expansive, so **don't be afraid to get creative**. A good place to start is to **make good use of your Runes** to interact with the world around you in countless ways. For instance, you could **use Stasis to build up kinetic energy in an object**, then climb on top of said object and **go for a ride** (at your own risk, of course). There's also some cool gear

you'll want to collect and try out. Locate a set of **Zora Armor**, for example, and **climb up an enormous waterfall**, only to then dive down into the depths below. And let's not forget about your **Paraglider**. You can find ALL KINDS of trouble and adventure using that



handy tool! If the notion strikes you, you can even try **paragliding from a mountaintop onto your horse's back**.

It's not easy, but it's incredibly satisfying if you can pull it off. The long and short of it is: if you can dream it, you can probably scheme it—so **get dreaming**,



## HUNTING & GATHERING

Hyrule is a living, breathing world that's brimming with **all manner of wildlife**. From **grumpy bears** to **wild boars** to **elegant bucks** to **kooky squirrels**—Hyrule has it all! There's also a wide variety of **fish** in the kingdom's many bodies of water, as well as tons of **bugs** buzzing about. These creatures are magnificent to behold, and you could lose yourself for hours **watching them in their natural habitats**. That said, if your focus is

solely on survival and preparation, you'd do well to spend your time figuring out their patterns so you can effectively **hunt for ingredients**. Needless to say, running right at a boar with your sword swinging isn't going to work out so well. Instead, try **crouching and sneaking up slowly** on your target until you're close enough to **precisely use your bow**. Also remember that while some animals will run if they detect you, others are more aggressive

and will actually **attack**. Hey, it's only fair considering you're pointing sharp things at them! So long as you **remain respectful** and **never underestimate the creatures of this world**, you'll be just fine.

But what if you're more of a **veggiesaurus** than a carnivore? Hyrule has options for you too!

There's a ton of greenery in Hyrule, including all kinds of **fruits and vegetables** to feast on, as well as many **plants and flowers** to admire and gather. Even **bugs** can be collected and made into elixirs. When



you're out in the middle of the wilderness trying to survive, you'll need to make good use of every resource at your disposal.



After trolling around nature, you'll likely have an **inventory full of ingredients**. You can eat a lot of this stuff raw, but why rough it? It's much more beneficial to **cook your food**. Speaking of tasty meals...



# THE ART OF HYLIAN COOKING

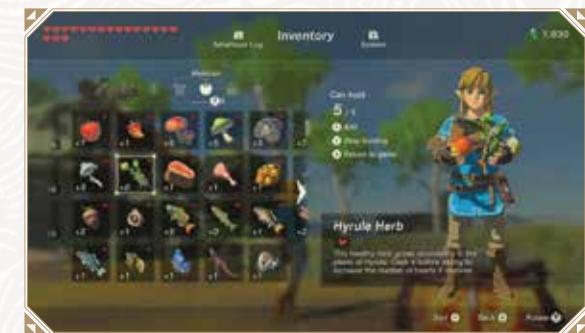


Link is a **legendary hero** whose adventures span generations...AND he can cook! How is that fair? Regardless, **cooking up yummy eatables** is of paramount importance if you want to best the ferocious baddies standing between you and peace in Hyrule. Simply **go into your inventory** and **select up to five ingredients** for Link to hold, **drop them in a cooking pot**, and watch the magic happen. With the right ingredients, you can cook up all kinds of **meals and elixirs** that might just save your life when you're out adventuring.

If you're not near a cooking pot when a culinary mood strikes you, you can also **drop raw ingredients beside a flame**—wait a moment, and **what you drop will catch fire!** And just like that, an **apple** can become a **baked apple**, which **restores more health**. Just be careful not to let any ingredients cook too long or they'll burn! If you want to try this but aren't near an open flame, simply **light a fire by dropping some firewood and flint on the ground and striking them with a metal blade**. Voilà! Instant campfire.



**Different recipes** have **different effects** based on **what ingredients you use**, from **increased stealth** to **greater defense**, or even a **temporary increase** in the amount of **stamina** or **hearts** you have. Experiment to find which recipes suit you the best. But beware! If you try a **particularly rancid combination of ingredients**, you're likely to produce something called **dubious food** or **rock-hard food**. Try to avoid creating these dishes (if you can even call them that) at all costs.



One last tip: **cooking five pieces of raw meat** will make a **meat skewer**. Sounds too simple to be worthwhile, right? WRONG. Raw meat is readily available (especially if you have a lot of amiibo to scan), making this dish easy to whip up anytime you need to. This dish both

heals quite a bit of **health** and **sells for a cool 120 rupees**. Not a bad way to quickly score some food (or some funds).

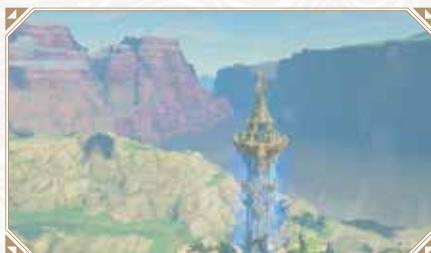


## TOWER POWER

If you see a **giant tower** jutting into the sky, seek it out and **climb to the top**. Once you're up there, use your **Sheikah Slate** to acquire **regional map information**, which will help you figure out where you are and where you're going. This also **activates the tower as a travel gate**, which means you'll be able to open



up your map and **instantly warp back there** anytime you want. The land of Hyrule is huge, so **find as many towers as you can** as you journey across snowy terrain, high mountains, arid deserts, and beyond.



## TREASURE CHESTS!

While danger is everywhere in Hyrule, the same can be said for treasure. And really, who doesn't love some good, old-fashioned **treasure hunting**? The best part is that treasure chests are known to often contain **valuable goods**—whether it's



**Rune to fish it out**. You may find one **at the top of an enemy base**, requiring you to **clear all of the enemies** so you can **claim your prize**. And you'll certainly find them **hidden in secret corners of shrines**. Be on the lookout, otherwise some of this



a **powerful item** or some **rare ore**—so tracking them down is certainly worth your while. **Keep an eye out as you run around Hyrule**, and you may be surprised where a treasure chest will turn up. You may spot one **underwater** and have to **use your Magnesis**



## FLOCKS OF KOROKS

If you're ever wandering around Hyrule and see something **magical or mysterious** that you can't quite explain, you should **investigate further**, as a Korok might be hiding nearby.



Koroks are **mystical creatures** who are pleased to pieces that Link can actually see them. There are **tons of Koroks scattered around Hyrule**, and they delight in **hiding in the strangest places**. When you **find one**, the lively creature will **reward you with a Korok Seed**. These little seeds may not seem like much, but

they're incredibly valuable, as they can be **traded to Hestu** to add **additional slots to your weapon, bow, and shield inventory pages**. That means if you want some extra space to hold on to powerful or particularly cool equipment, you'll want to become an expert at finding these little fellers.



Once you have some seeds to trade, it's time to **track down Hestu**. Luckily, he's hard to miss! Hestu is a **large Korok who travels to various spots** in Hyrule before eventually



**making his way back home**. He's a Korok Seed collector, as well as a **fine musician and dancer** who knows how to **shake his maracas** with the best of them. When you first meet him, he'll ask for your help in **rescuing said maracas** from some dastardly enemies. Those things are priceless, so don't let him down!



Since Hestu does a little happy dance—complete with a maraca solo—whenever you give him some Korok Seeds, that's all the more reason to **locate as many Koroks as you can**. Check the tops of suspicious trees, look out for **mysterious**



**pinwheels**, watch for **unexplained rock circles**, and just generally be on high alert for **anything unusual**. Koroks are a big part of the magic of living in Hyrule, so the least you can do is indulge them in their game of hide-and-seek.

## TIME TO SHRINE

As you've probably figured out by now, Koroks aren't the only things you'll be looking for as you travel. There are also **a bunch of shrines to discover**, each containing a **trial for Hyrule's fated hero** to overcome. These things are all over Hyrule, so **keep an eye out** and **try to gather any information you can** to aid you in your quest to find them all. While some are easy enough to locate and



enter, others are **quite challenging** and will require **careful thought, strategizing, and even puzzle solving** to get to. When you make it to a shrine, it's a good idea to enter it right away, even if you don't intend to solve it immediately.



That's because **using your Sheikah Slate to enter a shrine unlocks it as a travel gate**, so the more you enter, the more options you'll have for fast traveling around the world.

Once you've entered a shrine, you'll be immediately faced with a trial meant to **temper your heroic soul** and **prepare you for the challenges ahead**. You'll have to **solve puzzles, defeat enemies**, and make clever use of your **equipment, skills, and**



**Runes** to prevail, so don't take these trials lightly. Some of them will push you to your limits, so **if you ever feel unprepared** for a shrine you've entered,

remember that you can always **leave and warp back when you're ready**. When you finally make it to **the end of a shrine**, you'll meet a **mysterious Monk** who will **reward you with a Spirit Orb**. What makes Spirit Orbs worth your while to collect is that **four of them can be traded to a Goddess Statue** in exchange for a **Heart Container** or **Stamina Vessel**, which increases your health or stamina. If you ever want to **redistribute how you spent your Spirit Orbs** (in other words, trade some health for more stamina, or vice versa)...let's just say there may be a **certain creepy demon statue** that can help you with that.



# HOW TO CONQUER THE GREAT PLATEAU



"Open your eyes..." A mysterious voice **wakes you from your slumber**, starting you on your adventure in the fallen land of Hyrule. There is no one way to face your destiny, and in fact, there are countless paths you may choose to follow on your journey ahead. **Follow your adventuring heart**, and you will never be lead astray. However, **heed the words that follow** if you wish to learn one of the numerous ways a hero can **conquer the four shrines of the Great Plateau** and

venture beyond with the efficiency of a seasoned hero.

After you have awoken, you'll find yourself in an unknown chamber.

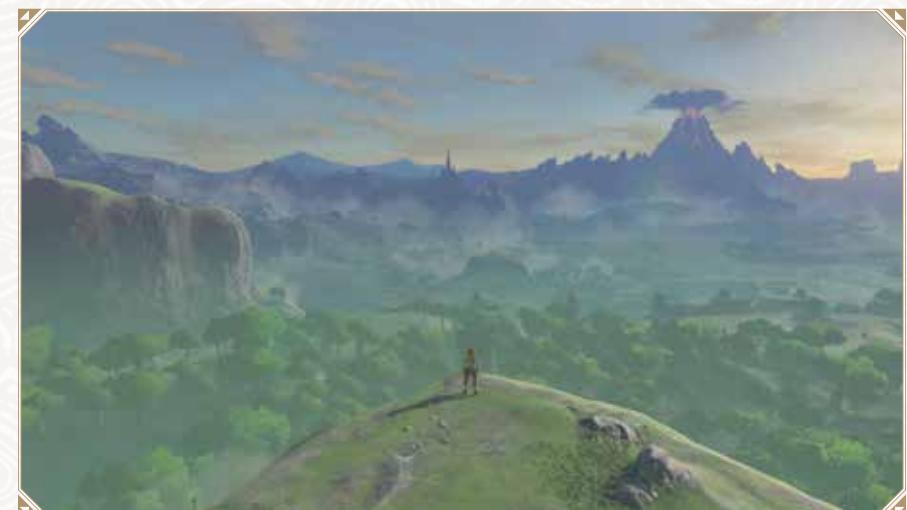
**Walk over to the glowing pedestal** to the left of the locked door in front of you. Interact with it and **you will be gifted the Sheikah Slate**, an invaluable tool that will help guide you. After acquiring the Sheikah Slate, **the door will open**. Walk through it and **open the two treasure chests**



in the next room, each of which contains a tattered item of clothing, which you can equip to slightly increase your defense. Continue onward and interact with the glowing pedestal to the right of the large door straight ahead, thusly **opening the door** and allowing you to **climb upward and leave the chamber**. Once you do, you will be met with **the majesty of Hyrule** sprawled out before you. Glorious! Once you're



able to, run forward and **grab the tree branch** on the ground, which can be **equipped as a weapon**. It's quite weak, but it's better than nothing, and it won't be long before you find something better to replace it with.





Continue running downhill until you come upon **an old man by a fire**. Make sure to **collect anything you see along the way!** You'll want those materials later for **cooking**. In whichever order you choose, **speak**



**to the old man** and **swipe the baked apple** lying by the fire. Surely he won't mind, right? After learning a bit about **where you are** from the man, keep pushing forward, stopping to **grab the**

**woodcutter's axe** just beyond where your friend was sitting. You'll soon run into enemies, so make sure you have **a decent weapon equipped** as you get the hang of battle (and you can also refer to



earlier sections in this Explorer's Guide for battle tips if you so please). **Keep exploring** and you will eventually hear **that voice** from the chamber again, telling you to **head toward the point marked on your map**. Open up your map or glance at the one on the bottom right of the screen to get your bearings, and then head toward the glowing yellow icon that beckons

you. When you get close to your goal, you'll likely notice **a group of Bokoblins** hanging out nearby. You can run right by them, but it's advisable to instead **take them out to score a bow and other useful weapons**. Continue toward **the pedestal** that awaits you at the spot on your map



with the glowing icon. **Interact with** it and behold as the ground shakes and **an enormous tower** erupts beneath your feet, lifting you skyward. Your **Sheikah Slate** will then be **updated with regional information**, allowing you to see a



Once again, you'll hear **that voice**...that strange voice that hints at the doom that threatens Hyrule. Now, **carefully climb downward**, or jump down from platform to platform. The **old man** from before will then make an unforgettable entrance as he **uses his Paraglider to soar toward you**. Hmm... It sure would be handy to have one of those, wouldn't it? After speaking with him briefly, he will come to realize



that **you wish to leave the Great Plateau** to attain a destiny far beyond its steep cliffs. Alas, **without a Paraglider**, he points out that **it is quite impossible to leave**. Lucky for you, he's willing to **make a deal**. Follow the old man to the top of



the nearby hill and speak with him again. He will point out the **glowing orange shrine** just ahead and tell you about the **treasure hidden within**—a treasure he suggests he

tested by the **Magnesis Trial**. Run toward the pedestal in the back left and interact with it to **acquire the Magnesis Rune**. This Rune allows you to **manipulate metal objects**.



would be willing to **trade his Paraglider** for. Challenge accepted! Run around to the left of the lake ahead and toward the shrine. **Interact with the pedestal** there and you'll be granted access. Run forward and examine the **glowing blue platform** on the ground to descend. One inside, you will be

**Press L to access your equipped Rune and press A to activate its power**. You'll know something is **metallic** if it turns **yellow** when your Rune cursor is hovering over it...much like those doors on the ground! Use Magnesis to move them out of the way and jump down.

Run up the stairs until you see a wall of blocks. **Use Magnesis to grab the metal one**, which you can use to clear away the rest. Hold on to this block and use it to either attack the enemy in the next room or to push it into the water. **Grab the goods it drops** and **run across the metal platform**. **Use Magnesis to grab that same platform** and move it over the gap ahead so you can cross. **Grab the metal treasure chest** on the high platform on the left, then **open the metal doors** and **approach the mysterious Monk** in the next room. **Examine the blue wall** in



front of him to make it disappear, allowing the Monk to **gift you with a Spirit Orb**. You will then be transported out of the shrine, where the **old man** will tell you he actually wants **the Spirit Orbs from all four shrines** on the Great Plateau in exchange for his Paraglider. Welp! One down, three to go. Use Magnesis to **fish out the treasure chests** in the water near

the shrine, and then open your map and click on the icon for the Great Plateau Tower to warp there. The old man will meet you there, where he will tell you how to **use your Sheikah Slate's Scope**



to look for places of interest. Press down on the right analog stick to bust out your Scope. Walk around the top of the tower and look around until you've **placed pins**



**on the remaining three shrines**. One is **on the side of a cliff to the south** of your map, one is **in a maze to the east**, and the final one is **on a snowy mountain to the west**.

Climb down and head toward the **shrine to the east**, guided by the pin you placed. You can **enter this labyrinth** at your own risk and face the **Decayed Guardians** inside, but it's a much safer bet to **go around**

Once you've reached the shrine, interact with its pedestal and then examine the platform ahead to enter and begin the **Bomb Trial**.

Interact with the pedestal up and to the left to **acquire the Remote Bomb Rune**.

Press and hold up on the + control pad, and then toggle left and right to choose which Rune to equip, including your choice of **spherical or cubic Remote Bombs**. Note that cubic bombs will stay in place,



while spherical bombs tend to roll. Once equipped, **press L to pull out a bomb** and place it in front of the cracked blocks to the right of the pedestal. Move a safe distance away and **press L again to detonate**, thus clearing the way and allowing



you to enter the next room. Turn right and **bomb the cracked blocks** on the right to reveal a **treasure chest**. Head the other way and break the cracked rocks blocking

**launched to another treasure chest**. Head back to where you were and place a **spherical bomb** in the tube leading to the moving column all the way on the right of the room.



the way to proceed. Climb the ladder and step onto the moving platform. **Switch to cubic bombs** and place one on the edge of the platform. Leave the platform and wait until your bomb is next to the cracked blocks, then detonate. In the next room, hop on the **tilted platform** in front of the moving column all the way to your left to be

When the bomb has been tossed to the cracked blocks on the other side of the room, **detonate it to open the way forward**. Climb the ladder and **head toward the Monk** (using more bombs to clear the path if you need to). Talk to the Monk to **acquire another Spirit Orb** and be transported out of the shrine.



Climb or bomb your way out of there and **head toward the Temple of Time**, the large block of ruins near the middle of the map. Keep running to the west of the temple and you'll find a gate to the **snowy**



**area** beyond. Before you enter, **grab the spicy peppers** to the left and then head right and **take out the band of Bokoblins** sitting by a fire. Raid their camp for equipment, taking care to **grab the torch**,

which you can use to **light a fire beneath the cooking pot**. There are lots of spicy peppers near the camp, so grab those too and combine them with other ingredients to **cook up dishes that will keep**



**you warm** in the cold (the more peppers you include, the longer the effect will last).

Once you're done, **light the torch so that its flame will keep you warm**. Now head back to the gate and walk through it, then head uphill to the left.

Eventually you'll reach a rock wall. Since you can't climb while holding it, switch out your



**torch for a weapon and eat a spicy dish**. Continue straight ahead until you reach the edge of the mountain. There's a shrine nearby, but there's an item you'll want to get first, so turn right and **head toward Mount Hylia** (refer to your map as needed to stay on track). Follow the

path up to the highest point and **speak to the old man** there to

**receive the Warm Doublet**. Equip it and rejoice, as you now don't have to worry about taking damage from the cold! Run back down the mountain and **head for the western shrine**. Interact with the



Now it's time to beat the **Cryonis Trial**. Interact with the pedestal on the left to **acquire the Cryonis Rune**, which allows you to **create (and destroy) ice pillars** where water is present.

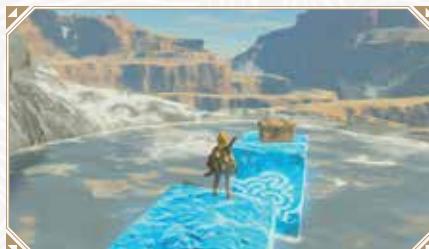
Press L to activate the Rune and press A to create a pillar of ice in the nearby pool of water, which you can then climb. Keep going forward until you run into a gate. Use Cryonis to **create a pillar beneath the gate**, lifting it so you can walk

through. Take out the enemy ahead, using Cryonis to create ice pillars you can hide behind if you so please. Look along the left wall until you spot a crevice with a chest. Create a pillar and climb up to access it. Jump back down and



head right. **Create an ice pillar to lift up one side of the platform** so you can climb up. Run ahead and **collect the Spirit Orb from the Monk**, who will then transport you out of the shrine. Create ice pillars to get to **the chest in the middle of the nearby pond**, and another one to lift the chest out of the water so you can open it. The water in this

pond is extremely cold, so be careful not to fall in! Now use the pin you placed on the last shrine as a guide and carefully mosey towards it until you're close to the pin's location and at a cliff's edge. If you're in the right spot, you'll be able to **look down over the cliff** and see **the shrine on a ledge**. Climb down, stopping to **grab the iron sledgehammer** from the small ledge to the left on your way to the bottom. Enter the last shrine and begin the **Stasis Trial**. You'll start by interacting with the pedestal on the left to **acquire the Stasis Rune**.





Press L to activate your Stasis Rune. The **yellow objects are compatible**, including the **giant cog** just ahead that's spinning a large platform. **Aim at the cog and press A when the platform is flat**. Run across the motionless platform before the effect wears off. Now go to the right and stop before reaching the ramp.



There are two ramps with giant rolling boulders to get past here. You can **use Stasis to freeze the boulders** when they're out of the way (but before they fall off the edge) and then run up while they're still frozen. You can also **wait until the first boulder has just passed you and then run up the ramp** and out of the way of the second boulder, then repeat to get up the second ramp. Either way, **grab the treasure chest** at the top of the second ramp, and then go back down to the area past the first



ramp and continue onward. Grab and **equip the iron sledgehammer** lying against the wall and approach the boulder standing between you and your goal. **Use Stasis on the boulder and hit it a few times with the sledgehammer**. This will build

up enough kinetic energy to **send the boulder flying**, allowing you to move ahead and **receive the Spirit Orb from the Monk** at the end, who will then transport you out of the shrine. Once outside, **the old man will be waiting**. He will direct you to meet him at a certain point on the map...and his directions lead you to the **Temple of Time**! Before you go, **use Stasis on the boulder near the shrine** and smack it with



We're almost at the end of our shrine expedition on the Great Plateau...but before all is said and done, you must **meet with that mysterious old man** one last time. To get to the Temple of Time, **warp to the Magnesis shrine** in the north and **head toward the temple ruins** (you can place a pin on your map to help guide you, if you so please). **Climb to the top** of the



temple, where **you'll see the old man waiting**. Approach him and he will tell you **a legendary tale about Hyrule's tragic past and its only hope for the future**. Listen well to his story, and stay ever



*Now, then... The time has come to show you who I truly am.*

mindful of **the favor he asks of you**. Afterward, as promised, he will gift you with a **Paraglider**, allowing you to **fly forth from the plateau's surrounding cliffs** and to **the whole of Hyrule beyond**. Open the **treasure chest** in that room, and then... Well, that's **entirely up to you!** You can immediately **go and seek your fortune** in greater Hyrule or **continue exploring** the Great Plateau, which we've only barely scratched the surface of so far. There are still tons of areas on the plateau to explore, including **hidden crevices filled with treasure and enemy camps** just waiting to be ambushed. You could spend hours on the Great Plateau alone, **using your Runes to help you explore** and

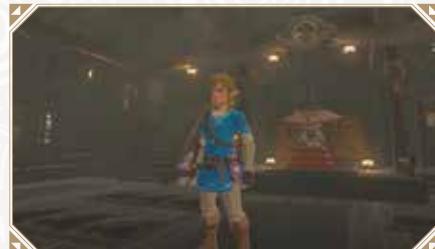


**stocking up on equipment and materials**. Whenever you're ready, **boldly fly forth to the land beyond**, where even greater adventure awaits. With a Paraglider and those four Runes on your side, you'll be well-equipped for the challenges ahead, so take chances and brazenly venture forth down whatever path your feet take you.



## DRESS FOR SUCCESS

While Link's **traditional green tunic** is certainly an iconic look, **his wardrobe has expanded** quite a bit in his latest adventure. How you dress isn't just an expression of personal style either. In addition to **upping your defense** a bit, **different outfits have different effects** that will prove useful depending on what you're doing and where you're going. The **Warm Doublet**, for example, is a fantastic fusion of fashion and function. It



not only looks rather spiffy, it also **protects you from the cold**, allowing you to explore snowy areas without losing health along the way. The **Climber's set** ups your **climbing speed**, which means you'll be able to **climb farther than**



**you normally would** before running out of stamina. The **Stealth set** increases your **stealth**, so it's handy when you're out **hunting or trying to sneak up on enemies**. The **Zora Armor** not only helps

you **swim faster**, it also allows you to **swim up waterfalls**. Wearing a **complete set with upgraded pieces** can even provide a **bonus effect**. So if you plan on using an armor ability frequently, make it a point to **find all of the pieces** in that set and upgrade them! In fact, given the variety of looks and affects out there, you'll want to



**collect as many duds as you can** and **change them frequently** to get the most out of your adventure. You can even **dye your outfits** to the color of your choice by taking the **right ingredients** and some **rupees** to the **Kochi Dye Shop in Hateno Village**, so don't discount a useful bit of clothing because you're not fond of the color! All that said, if

you prefer to **run around Hyrule in nothing but your skivvies**...that's a **perfectly valid** choice as well. Just don't expect Hyrule's residents to take too kindly to that decision.



## BEWARE THE GUARDIANS

When it comes to minions, **the Guardians** that are under **Calamity Ganon's control** are certainly in a class of their own. If you've explored the Great Plateau, you've likely

already run into **Decayed Guardians**, but those immobile relics are only the tip of the iceberg. As for the other types of Guardians...they actually move around and will

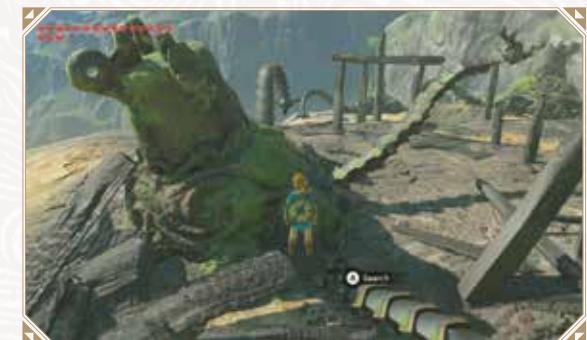


pursue you if they spot you. Enormous **Guardian Stalkers** prowl **Hyrule** in search of poor souls to destroy. **Guardian Turrets** shoot **powerful lasers** from various spots



around Hyrule Castle, so try to avoid their blasts. And in the sky, **Guardian Skywatchers terrorize all who dare enter their domains**. It's best not to engage these menacing machines until you're **properly equipped** and have **a fair amount of health** to spare. It's also helpful to remember that **Ancient weapons** and **Ancient armor** are especially strong against Guardians, so try to get your hands on some as soon as you can. When you do successfully take down a

Guardian, be sure to **collect the ancient parts** it will drop—these will come in handy later. And if you see a **fallen Guardian**, take a moment to **examine it in case there's an ancient part hiding inside**. Just be careful... Decayed Guardians only appear to be inactive, but will



# BEYOND THE GREAT PLATEAU



As you first begin to explore Hyrule, much there is to do and see in the Great Plateau. But don't be fooled!

While you could lose yourself for hours exploring the various nooks and crannies of the plateau, remember that this area is **only a teeny tiny fraction of the great kingdom of Hyrule**. If you follow the advice from earlier in the guide, you'll



have your hands on a **Paraglider** in no time, as well as have a **Sheikah Slate** equipped with **four incredibly handy Runes**. Once you're ready to venture out to **the areas beyond the Great Plateau**, you'll quickly discover that **a breathtaking world awaits you**. There are innumerable ways your adventure could unfold—and so very many

places to explore—that your adventure in Hyrule need never truly conclude. In fact, the more you explore, the more you'll learn about Hyrule and its inhabitants, as well as about your own adventuring heart. Speak to every-



one. Battle often. Go off the beaten track. Use your Runes and Paraglider to explore the world on a deeper level, and climb anything and everything you can. As you find more towers and shrines and watch more of Hyrule's story unfold, you'll find out how your own fate is inextricably linked with that of Hyrule, and this will only strengthen



# MISSING MEMORIES

Memory or no memory, **a hero is a hero**—and Link is the epitome of heroism. That's why he takes it upon himself to **save the kingdom of Hyrule** despite the fact that he can't recall his place in its history, or even his connection to those he worked so desperately to protect. Still, he will most surely appreciate any **recovered recollection** he can manage to unlock in order to help him **remember who he is and what happened all those years ago**. In addition to the things he'll recall as he seeks out



the Divine Beasts, there are **several locations** around Hyrule that, if found, will **awaken his mind to a certain moment** from his distant past. These locations are scattered far and wide around Hyrule, so expect it to take you a good while to track them all down. Luckily, you've got **Zelda** to guide you. Though the

princess can't be at your side to help you remember, the **photos** she took and stored on your Sheikah Slate will give you an idea of **where you need to go** to jog your memory. Once you acquire the **Camera**



**Rune** from the **Hateno Ancient Tech Lab**, peruse these stored pictures and try your best to **track down those memories**! And if you just so happen to run into a **traveling artist named Pikango**, let him take a gander at those photos. He won't be able to tell you exactly where to go, but he's traveled all over Hyrule, so there's a good chance he can **get you going in the right direction**. Once you've **unlocked at least one of Link's memories**, swing by **Kakariko Village** and talk to **Impa**, the leader

of the Sheikah. She deemed it unwise to give you a certain gift when you were still without your memories, but if you can prove your resolve by tracking down at least one, she'll hand over the **Champion's Tunic** that you wore **all those years ago**.



# MASTER SWORD

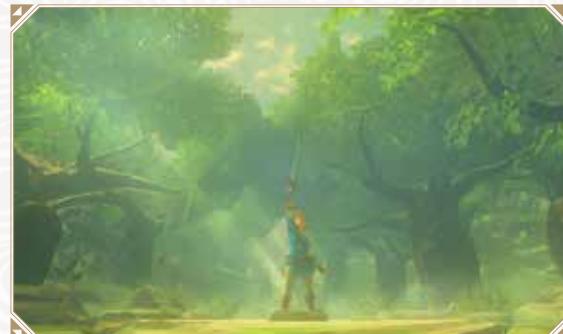
The legendary Master Sword is not only Link's weapon of choice, but an extension of the hero himself. While Link was slumbering, so, too, was his mighty sword, awaiting his return in a secret and sacred forest. But even if you manage to locate your trusty blade, beware! You must prove you



have enough heart before the Master Sword will recognize you as its true master and allow you to free it from its pedestal. If you try before you're ready, you won't make it out of that forest alive. Although the Master



Sword must recharge after a certain amount of use, unlike all other weapons, it will NEVER break. It is the ultimate weapon, and it also doubles in power against Calamity Ganon and those under his control, like the Guardians. Find the Master Sword, hero... Find it and save Hyrule!



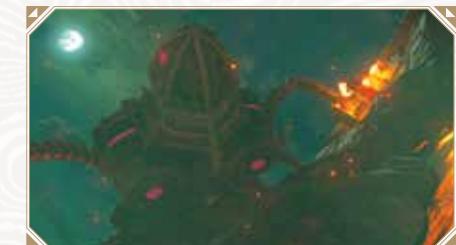
**SPOILER ALERT:** Beware, explorers! If you don't wish to hear any story or plot details, skip ahead to Page 94.

# THE DIVINE BEASTS



The four Divine Beasts are fearsome mechanical titans that have been terrorizing the four tribes of Hyrule...but it wasn't always so. Throughout your adventure, you'll uncover more information about the Divine Beasts and their relation to the Sheikah, the tribes of Hyrule, the princess, and yourself, but suffice to say that these towering behemoths were once on the side of good. They were created to help save Hyrule from Calamity Ganon's clutches, but fell under his control

to devastating effect. Now it's time to risk everything to free the four Divine Beasts from Ganon's terrible influence. Do that, and you'll be able to harness their power, and perhaps find a way to save both Hyrule and its lost princess, Zelda.



# THE CHAMPIONS OF HYRULE

The Divine Beasts are certainly impressive to behold, but though it may be difficult to believe, **the four Champions** who wielded these machines were equally as impressive. It was the **sacred duty** of a tribe's chosen Champion to pilot their **Divine Beast** and be ever ready to ride it into battle should **Calamity Ganon's** terrible



**power** threaten Hyrule once more. Though at first Link can't remember the details, he was well acquainted with these Champions of the past. **Daruk of**



**the Gorons** piloted the reptilian beast called **Vah Rudania**. **Mipha of the Zora** piloted the aquatic beast called **Vah Ruta**. **Urbosa of the Gerudo** piloted the desert beast called **Vah Naboris**. And finally, **Revali of the Rito** piloted

ed to put themselves in danger to help the chosen hero, Link, fight the good fight. And somewhere, lingering on the edge of **Link's shattered memories** are his **forgotten friendships** and acquaintanceships with these



**the airborne beast** called **Vah Medoh**. These brave individuals were each a credit to their people, and heralded as the **heroes** they were all across Hyrule. They taught themselves to pilot these ancient beasts and never hesitat-

courageous souls. Just like Link, these Champions were **dedicated to the safety of Hyrule and its royal family**. Yet they died without fulfilling their ultimate destiny...and now **you're their only hope**.

## FREE THE BEASTS!

In order to **free the Divine Beasts** and bring them back to the side of good, you'll first have to find a way to **venture inside each of them** so you can **vanquish the evil within**. Speak to the leaders of each of the **four tribes**, as they'll surely have some helpful advice to help you do just that. Once you've found a way to board these massive machines, the hard part has just begun. Within these enormous structures, it will require some **puzzle solving** and **more**



than a little bravery to access the terminals within so that you can confront **the source of their corruption**. Once you're face-to-face with **the manifestation of Ganon** plaguing a Divine Beast, **stay on your guard** if you wish to survive. If you're somehow able to **defeat** one of these monsters, that

Divine Beast will be **freed**, that beast's Champion will **know peace once more**, and you'll have another ally on your side when you're finally ready to confront **Calamity Ganon** at Hyrule Castle.

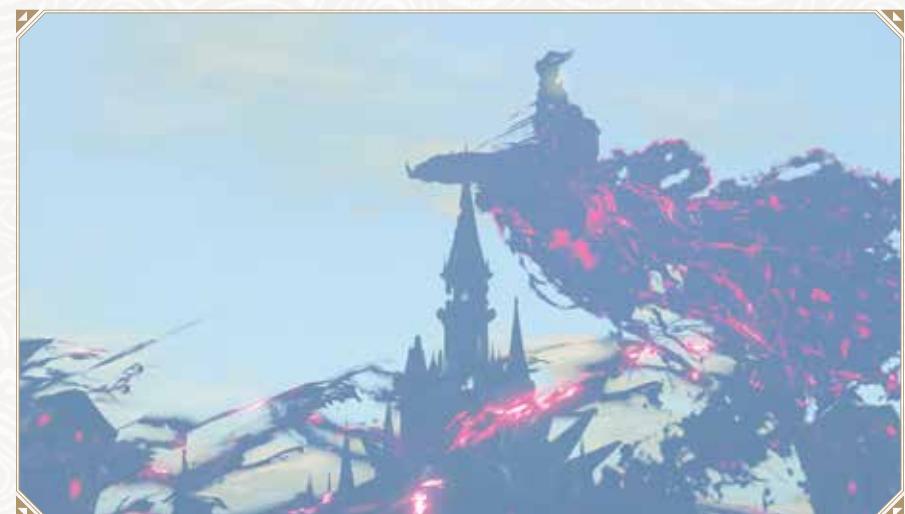


## CALAMITY GANON

The powerful villain, **Ganon**...a menacing force that has tormented **Link** and **Zelda** across time, and the darkness that is the other half of Link and Zelda's brilliant light. For time immeasurable, Ganon has embodied **the corrupting power of evil**, and in Breath of the Wild, **Hyrule is on the brink of falling to his destructive will**. For heroes who don't wish to know anything about the villain that awaits you at the end of your adventure, I would suggest you **skip**

this section. But if you wish to have a small bit of insight into the source of Hyrule's woes, **read on**!

A glance at **Hyrule Castle** offers but a pale representation of the structure's former glory. The awful entity surrounding the castle is **Calamity Ganon** himself. Though in a weakened state, **he regains more of his power with every passing moment**. Once he has been restored to his full power, Hyrule





will once again be at his mercy, and **will fall as it fell 100 years ago**. The only thing holding Calamity Ganon at bay is the iron will of **the brave Princess Zelda**, who has been **trapped in Hyrule Castle** for all these years, doing all she can to keep him from ravaging her kingdom until **the hero of Hyrule** arrives to save the day. While you are free to approach Hyrule Castle and confront Calamity Ganon at any time, to do so prematurely is ill-advised. **Ganon is incredibly powerful**, so if you're serious about ridding Hyrule of his influence, you're going to want as much help as you can manage. **Beat as many shrines as you can** so you can trade your Spirit Orbs for more

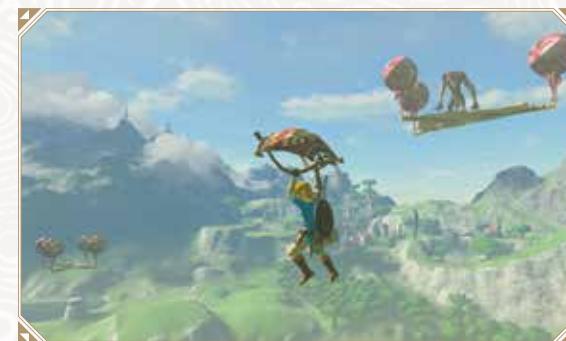
Heart Containers and Stamina Vessels. **Track down some powerful armor and weapons**, and **hone your fighting skills** every opportunity you get. **Recover your lost memories** so you have a better understanding of what took place 100 years ago and of the threat you'll be facing. And perhaps most importantly of all, **free the four Divine Beasts** so that they and their respective **Champions** can **fulfill their destinies** and help you **defeat Ganon**. To vanquish evil of this magnitude is no small feat, but if your heart is true, you will surely manage it. **Your destiny is calling...** Answer the call and rise to the challenge before it's too late!



## THE ADVENTURE CONTINUES WITH THE EXPANSION PASS!

You could spend innumerable hours exploring the vast land of Hyrule. Still, if you wish to **expand**

**Travel Medallion** will also be placed in **hidden chests**, and you'll also get **new map functionality**.



**your adventure** even further, consider purchasing the **Expansion Pass**, which includes **the first two DLC packs**. The first pack gives you access to the punishing **Trial of the Sword**, as well as the more difficult **Master Mode**. **New armor** and a

Among other things, the second pack will provide a **whole new story** involving the **four Champions** and a **new dungeon**. It's a great option for explorers who can't get enough of Hyrule.

