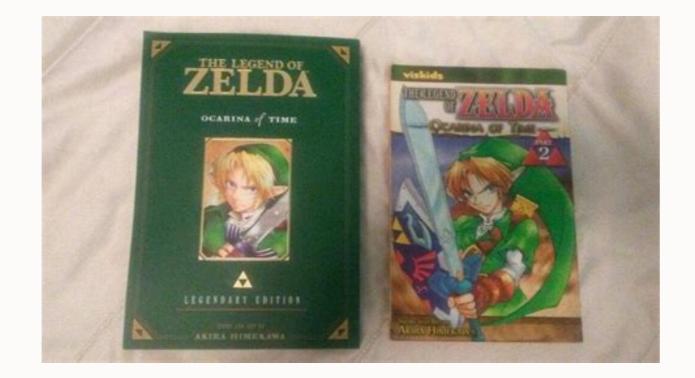




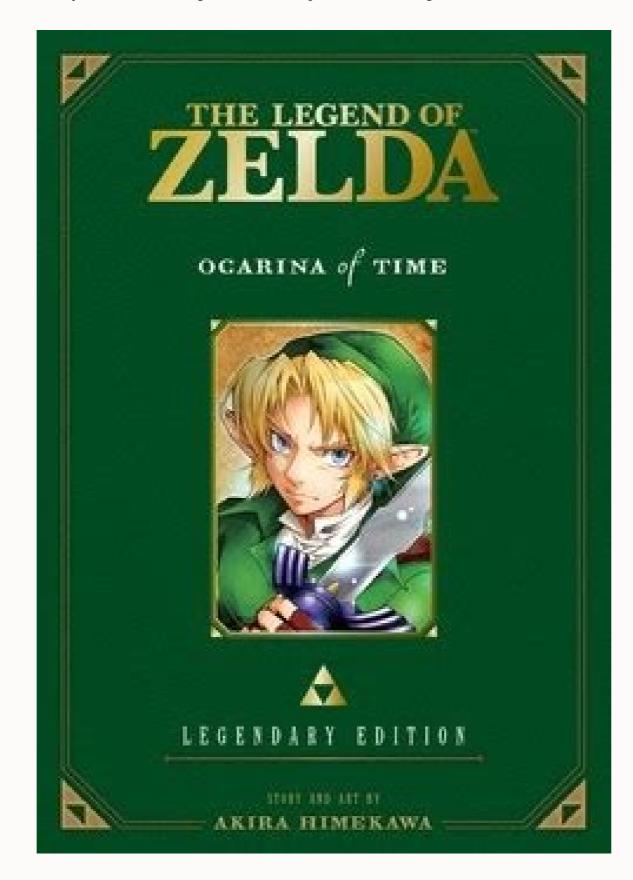
## Legend of zelda ocarina of time book part 2

In the mystical land of Hyrule, three spiritual st... "Zelda 64" redirects here. For the 2000 video game also for the Nintendo 64, see The Legend of Zelda: Ocarina of Time[a] is an action-adventure game developed and published by Nintendo for the Nintendo 64. It was released in Japan and North America in November 1998 and in PAL regions the following month. Ocarina of Time is the first game in The Legend of Zelda series with 3D graphics. The Legend of Zelda:Ocarina of TimeNorth America box artDeveloper(s)Nintendo EADPublisher(s)NintendoDirector(s)Toru OsawaYoichi YamadaEiji AonumaYoshiaki KoizumiToshio IwawakiProducer(s)Shigeru MiyamotoProgrammer(s)Kenzo HayakawaArtist(s)Yoshiaki KoizumiYusuke NakanoWriter(s)Toru OsawaKensuke TanabeComposer(s)Koji KondoSeriesThe Legend of ZeldaPlatform(s)Nintendo 64 JP: November 21, 1998NA: November 23, 1998EU: December 11, 1998AU: December 18, 1998 GameCube JP: November 28, 2002NA: February 18, 2003PAL: May 3, 2003 iQue Player CHN: November 18, 2003 Genre(s)Action-adventureMode(s)Single-playerThe game was developed by Nintendo EAD, led by five directors, including Eiji Aonuma and Yoshiaki Koizumi, produced by series co-creator Shigeru Miyamoto, and written by Kensuke Tanabe.



It has been ranked by numerous publications as the greatest video game of all time and is the highest-rated game of all time on the review aggregator Metacritic. It was commercially successful, with more than seven million copies sold worldwide. In the United States, it received more than three times more pre-orders than any other game at the time. A direct sequel, The Legend of Zelda: Majora's Mask, was released in 2000. Since its release, Ocarina of Time has been re-released on every one of Nintendo's home consoles and on the iQue Player in China. An enhanced version of the game for the Nintendo 3DS, The Legend of Zelda: Ocarina of Time 3D, was released in 2011. Master Quest, an alternative version of the game including new puzzles and increased difficulty, is included in one of the GameCube releases and the 3D version. Gameplay examples The player navigates the vast Hyrule Field, the central hub of the world. The on-screen display shows actions mapped to context-sensitive buttons. When the player uses Z-targeting, the view shifts to a letterbox format and arrows indicate the targeted enemy. The player can then circle strafe around the enemy to keep their sight on them. In this particular screenshot, adult Link is fighting a Wolfos "miniboss" at the entrance to the Forest Temple. The Legend of Zelda: Ocarina of Time is a fantasy action-adventure game set in a three-dimensional world with an expansive environment.[1] The player controls series protagonist Link from a third-person perspective.

Link primarily fights with a sword and shield. but can also use other weapons such as projectiles, bombs, and magic spells.[2]:22-25 The control scheme introduced techniques such as context-sensitive actions and a targeting system called "Z-targeting",[3][b] which allows the player to have Link focus on enemies or objects.[2]:11-12[c] When using this technique, the camera follows the target and Link constantly faces it. Projectile attacks are automatically directed at the target and do not require manual aiming.



It has been ranked by numerous publications as the greatest video game of all time and is the highest-rated game of all time on the review aggregator Metacritic. It was commercially successful, with more than seven million copies sold worldwide. In the United States, it received more than three times more pre-orders than any other game at the time. A direct sequel, The Legend of Zelda: Majora's Mask, was released in 2000. Since its release, Ocarina of Time has been re-released on every one of Nintendo's home consoles and on the iQue Player in China. An enhanced version of the game for the Nintendo 3DS, The Legend of Zelda: Ocarina of Time 3D, was released in 2011. Master Quest, an alternative version of the game including new puzzles and increased difficulty, is included in one of the GameCube releases and the 3D version. Gameplay examples The player navigates the vast Hyrule Field, the central hub of the world. The on-screen display shows actions mapped to context-sensitive buttons. When the player uses Z-targeting, the view shifts to a letterbox format and arrows indicate the targeted enemy. The player can then circle strafe around the enemy to keep their sight on them.

In this particular screenshot, adult Link is fighting a Wolfos "miniboss" at the entrance to the Forest Temple. The Legend of Zelda: Ocarina of Time is a fantasy action-adventure game set in a three-dimensional world with an expansive environment.[1] The player controls series protagonist Link from a third-person perspective. Link primarily fights with a sword and shield. but can also use other weapons such as projectiles, bombs, and magic spells.[2]:22-25 The control scheme introduced techniques such as context-sensitive actions and a targeting system called "Z-targeting",[3][b] which allows the player to have Link focus on enemies or objects.[2]:11-12[c] When using this technique, the camera follows the target and Link constantly faces it. Projectile attacks are automatically directed at the target and do not require manual aiming.



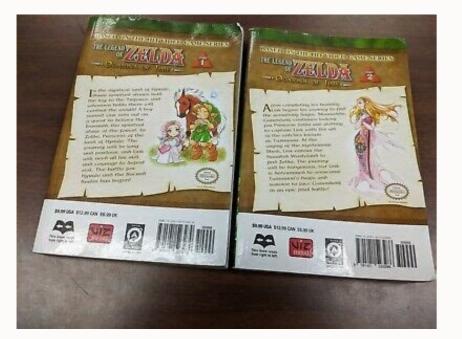


Ocarina of Time was acclaimed by critics and consumers, who praised its visuals, sound, gameplay, soundtrack, and writing, and won several awards and accolades. It has been ranked by numerous publications as the greatest video game of all time and is the highest-rated game of all time on the review aggregator Metacritic. It was commercially successful, with more than seven million copies sold worldwide. In the United States, it received more than three times more pre-orders than any other game at the time. A direct sequel, The Legend of Zelda: Majora's Mask, was released in 2000. Since its release, Ocarina of Time has been re-released on every one of Nintendo's home consoles and on the iQue Player in China. An enhanced version of the game for the Nintendo 3DS, The Legend of Zelda: Ocarina of Time 3D, was released in 2011. Master Quest, an alternative version of the game including new puzzles and increased difficulty, is included in one of the GameCube releases and the 3D version. Gameplay examples The player navigates the vast Hyrule Field, the central hub of the world. The on-screen display shows actions mapped to context-sensitive buttons. When the player uses Z-targeting, the view shifts to a letterbox format and arrows indicate the targeted enemy. The player can then circle strafe around the enemy to keep their sight on them. In this particular screenshot, adult Link is fighting a Wolfos "miniboss" at the entrance to the Forest Temple.



## It was released in Japan and North America in November 1998 and in PAL regions the following month.

Ocarina of Time is the first game in The Legend of Zelda series with 3D graphics. The Legend of Zelda:Ocarina of TimeNorth American box artDeveloper(s)NintendoDirector(s)Toru OsawaYoichi YamadaEiji AonumaYoshiaki KoizumiToshio IwawakiProducer(s)Shigeru MiyamotoProgrammer(s)Kenzo HayakawaArtist(s)Yoshiaki KoizumiYusuke NakanoWriter(s)Toru OsawaKensuke TanabeComposer(s)Koji KondoSeriesThe Legend of ZeldaPlatform(s)Nintendo 64GameCubeiQue PlayerRelease November 21, 1998NA: November 23, 1998EU: December 11, 1998AU: December 18, 1998 GameCube JP: November 28, 2002NA: February 18, 2003PAL: May 3, 2003 iQue Player CHN: November 18, 2003 Genre(s)Action-adventureMode(s)Single-playerThe game was developed by Nintendo EAD, led by series co-creator Shigeru Miyamoto, and written by Kensuke Tanabe.



Veteran Zelda series composer Koji Kondo composed the musical score. The player controls Link in the realm of Hyrule on a quest to stop the evil king Ganondorf by traveling through time and navigating dungeons and an overworld. common in 3D adventure games. As well, throughout the game the player must play songs on an ocarina to progress. Ocarina of Time was acclaimed by critics and writing, and won several awards and accolades. It has been ranked by numerous publications as the greatest video game of all time and is the highest-rated game of all time on the review aggregator Metacritic. It was commercially successful, with more than three times more pre-orders than any other game at the time. A direct sequel, The Legend of Zelda: Majora's Mask, was released in 2000. Since its released, Ocarina of Time has been re-released on every one of Nintendo's home consoles and on the iQue Player in China. An enhanced version of the game including new puzzles and increased difficulty, is included in one of the GameCube releases and the 3D version. Gameplay examples The player navigates the vast Hyrule Field, the central hub of the world. The on-screen display shows actions mapped to context-sensitive buttons. When the player uses Z-targeting, the view shifts to a letterbox format and arrows indicate the targeted enemy. The player can then circle strafe around the enemy to keep their sight on them. In this particular screenshot, adult Link is fighting a Wolfos "miniboss" at the entrance to the Forest Temple. The Legend of Zelda: Ocarina of Time is a fantasy action-adventure game set in a three-dimensional world with an expansive environment.[1] The player controls series protagonist Link from a third-person perspective. Link primarily fights with a sword and shield. but can also use other weapons such as context-sensitive actions and a targeting system called "Z-targeting",[3][b] which allows the player to have Link focus on enemies or objects.[2]:11-12[c] When using this technique, the camera follows the target and Link constantly faces it. Projectile attacks are automatically directed at the target and do not require manual aiming. Context-sensitive actions allow multiple tasks to be assigned to one button, simplifying the control scheme. The on-screen display shows what will happen when the button is pushed and changes depending on what the character is doing. For example, the button that causes Link to push a box if the analog stick is pushed toward it.[3] Much of the game is spent exploring and fighting, but some parts require stealth. Link gains abilities by collecting items and weapons or in the overworld, including several optional side quests can reward new weapons or abilities. In one side quests, Link trades items with non-player characters in a trading sequence that features ten items and ends with him receiving the two-handed Biggoron Sword, which is the strongest sword in the game. In another side quest, Link can acquire a horse who allows him to travel faster but restricts him to attacking with arrows while riding.[2]: 38 Link is given an ocarina near the beginning of the game, which is later replaced by the Ocarina of Time. Throughout the game, Link learns twelve melodies that allow him to solve music-based puzzles and teleport to previously visited locations.[2]:30 The Ocarina of Time is also used to claim the Master Sword in the Temple of Time, which causes Link to be transported seven years into the future and become an adult. For example, only adult Link can use the Fairy Bow, and only young Link can fit through certain small passages. After completing certain tasks, Link can travel freely between the two time periods by replacing and taking the sword.[7] Further information: Fictional chronology of The Legend of Zelda Ocarina of Time is set in the fictional kingdom of Hyrule, the setting of most Legend of Zelda games. Hyrule Field serves as the central hub, and is connected to several outlying areas with diverse topography which are home to the races of Hyrule. [2]: 7-8 Story The fairy Navi awakens Link from a nightmare in which he witnesses a man in black armor pursuing a young girl on horseback. Navi brings Link to the Great Deku Tree, who has been cursed and is near death. The Deku Tree tells Link that a "wicked man of the Great Deku Tree gives Link the Spiritual Stone of the Forest and sends him to Hyrule Castle to speak with Hyrule's princess.[2]: 6At the Hyrule Castle garden, Link meets Princess Zelda, who believes Ganondorf, the evil Gerudo king, is seeking the Triforce, a holy relic that gives its holder godlike power. Zelda asks Link to obtain the three Spiritual Stones to enter the Sacred Realm and claim the Triforce before Ganondorf reaches it.[8] Link collects the other two stones: the first from Darunia, leader of the Gorons, and the second from Ruto, princess of the Zoras. Link returns to Hyrule Castle, where he sees Ganondorf pursue Zelda and her caretaker Impa on horseback, like in his nightmare, and unsuccessfully attempts to stop him.[9] Inside the Temple of Time, he uses the Ocarina of Time, a gift from Zelda, and the Spiritual Stones to open the door to the Sacred Realm. There, he finds the Master Sword, but as he pulls it from its pedestal, he is incapacitated. Ganondorf, who snuck into the Triforce.[10]Seven years later, an older Link awakens in the Sacred Realm and is met by Rauru, one of the seven Sages who protects the entrance to the Sacred Realm. Rauru explains that Link's spirit was sealed for seven years until he was old enough to wield the Master Sword and defeat Ganondorf, who has taken over Hyrule.[11] The seven sages have the ability to imprison Ganondorf in the Sacred Realm, but five are unaware of their identities as sages. Link is returned to the Temple of Time and meets the mysterious Sheik, who guides him to free five temples from Ganondorf's control and allow their sages to awaken.[12] Link befriended all five sages as a child: his childhood friend Saria, the Sage of the Forest Temple; Darunia, the Sage of the Forest Temple; Ruto, the Sage of the Water Temple; Impa, the Sage of the Shadow Temple; and Nabooru, leader of the Gerudos in Ganondorf's absence, the Sage of the Spirit Temple. After the five sages awaken, Sheik reveals herself to be Zelda in disguise and the seventh sage. She tells Link that Ganondorf's heart was unbalanced, causing the Triforce to split into three pieces. Ganondorf acquired only the Triforce of Power, while Zelda received the Triforce of Wisdom and Link the Triforce of Courage.[13]Ganondorf appears and captures Zelda, imprisoning her in his castle. The other six sages help Link infiltrate the stronghold, where he frees Zelda after defeating Ganondorf, who destroys the castle in an attempt to kill Link and Zelda. After they escape the collapsing castle, Ganondorf emerges from the rubble and transforms into a boar-like beast named Ganon using the Triforce of Power. He knocks the Master Sword and defeats Ganon. The seven sages seal Ganondorf in the Dark Realm, but he vows to take revenge on their descendants using the Triforce of Power.[14] Zelda uses the Ocarina of Time to send Link back to his childhood. Navi departs and young Link meets Zelda in the castle garden once more, where he retains knowledge of Hyrule's fate, preventing its decline.[15] The Nintendo 64 with 64DD attachedOcarina of Time was developed concurrently with Super Mario 64 and Mario Kart 64 for the Nintendo 64 by Nintendo's Entertainment Analysis & Development (EAD) division,[16] for more than 200.[17]Development was migrated from the 64DD disk drive peripheral[18][19] to cartridge due to the high data throughput of streaming 500 motion-capture animations throughout gameplay.[20] Initially targeting 16-megabytes, it was increased to 32 megabytes, as Nintendo's largest game ever.[21][22] Early in development, the team had concerns about the data storage constraints of the cartridge; in the worst-case scenario, Ocarina of Time would follow a similar structure to Super Mario 64, with Link restricted to Ganondorf's castle as a central hub, using a portal system similar to the paintings that Mario uses to traverse the realm.[23] An idea that arose from this stage of development, a battle with a doppelganger of Ganondorf that rides through paintings, was used as the boss of the Forest Temple dungeon.[23]While series co-creator Shigeru Miyamoto had been the principal directors and producer of Super Mario 64, he was involved in the game's production and now in charge of five directors, a new strategy for Nintendo EAD. Four or five initial teams grew over time, each working on different basic experiments, including scenario and planning, Link's actions, transforming classic 2D items into improved 3D form, camera experiments, motion capture, sound, special effects, and the flow of time. [26] The developers were inspired by chanbara (samurai) sword techniques, as seen in this photo. Although the development team was new to 3D games, assistant director Makoto Miyanaga recalled a "passion for creating something new and unprecedented".[27] Despite the setting being a "medieval tale of sword and sorcery", Miyamoto used the chanbara (samurai) genre of Japanese sword fighting as a model for the game's combat and was content with the positive worldwide reception.[28] The development involved more than 120 people, including stunt performers used to capture the effects of sword fighting and Link's movement.[29] Miyamoto initially intended Ocarina of Time to be played in a first-person perspective[30] to enable players to take in the vast terrain of Hyrule Field better and let the team focus more on developing enemies and environments. The concept was abandoned once the idea of a child Link was introduced, and Miyamoto believed it necessary for Link to be visible on screen.[31] Originally Z-targeting involved a generic marker, but Koizumi changed the design to that of a fairy to make it less "robotic". The fairy gained theorem (31) Originally Z-targeting involved a generic marker, but Koizumi changed the design to that of a fairy to make it less "robotic". name of the "Fairy Navigation System" amongst staff, and ultimately, this turned into the nickname "Navi", which in turn resulted in the "birth" of Navi's character. were not used due to time constraints.[24] Ocarina of Time originally ran on the same engine as Super Mario 64, but the camera in Super Ocarina of Time is largely controlled by the game AI. Miyamoto said the camera controls for Ocarina of Time are intended to reflect a focus on the game's world, whereas those of Super Mario 64 are centered on the character of Mario.[24] Miyamoto wanted the difficulty to be easy enough to make the game accessible to all players and said in particular that he wanted it to be easier than Super Mario 64.[34] Miyamoto wanted to make a game that was cinematic gameplay. [24] Takumi Kawagoe, who creates cutscenes for Nintendo, said that his priority was to have the player feel in control of the action.[35] To promote this instantaneous continuity of cinematic gameplay. the cutscenes in Ocarina of Time are completely generated with real-time computing on the Nintendo 64 and do not use prerendered full-motion video. [24] Miyamoto's vision required this real-time architecture for the total of more than 90 minutes of cutscenes, regardless of whether the console had a vast medium like CD-ROM on which to store prerendered versions.[26] Toru Osawa created the scenario for the game, based on a story idea by Miyamoto and Yoshiaki Koizumi.[36][37][38][39][40] He was supported by A Link to the Past and Link's Awakening script writer Kensuke Tanabe.[40][41] Miyamoto said the real-time rendering engine allowed his small team of 3 to 7 cinematic developers to rapidly adjust the storyline and to focus on developing additional gameplay elements even up to the final few months of development, instead of waiting on a repeated prerendering process.[26] The dungeons were designed by Eiji Aonuma.[42] Music Ocarina of Time's music was written by Koji Kondo, the composer in charge of music for most of the games in The Legend of Zelda series.[43] In addition to characters having musical themes, areas of Hyrule are also associated with pieces of music.[44] This has been called leitmotif in reverse—instead of music announcing an entering character, it now introduces a stationary environment as the player approaches.[45] In some locations, the music is a variation of an ocarina tune the player learns, related to that area.[45]Beyond providing a backdrop for the setting, music plays an integral role in gameplay. The button layout of the Nintendo 64 controller resembles the holes of the ocarinas in the game, [46] and players must learn to play several songs to complete the game All songs are played using the five notes available on an ocarina, although by bending pitches via the analog stick, players can play additional tones. [46] Kondo said that creating distinct themes on the limited scale was a "major challenge" but feels that the result is very natural. [43] The popularity of Ocarina of Time led to an increase in ocarina sales [47]The official soundtrack of Ocarina of Time was published by Pony Canyon and released in Japan on December 18, 1998.[48] It comprises one compact disc with 82 tracks.[48] A U.S. version was also released, although with fewer tracks and different packaging artwork. Many critics praised the music in Ocarina of Time, although IGN was disappointed that the traditional Zelda overworld theme was not included.[46] In 2001, three years after the initial release of Ocarina of Time, GameSpot labeled it as one of the top ten video game soundtrack, at the time, was not released in Europe or Australia. In 2011, however, a 51-track limited edition soundtrack for the 3DS version was available in a free mail out through a Club Nintendo offer to owners of the 3DS edition, as an incentive to register the product. The original musical theme for the Fire Temple area was altered theme simply removing the chanting samples.[49]Hero of Time, an orchestral recording of Ocarina of Time's score performed by the Slovak National Symphony Orchestra, was released by video game label Materia Collective in 2017. A vinyl version was published by iam8bit.[50] It was nominated for "Best Game Music Cover/Remix" at the 16th Annual Game Audio Network Guild Awards.[51] Ocarina of Time was first shown as a technical and thematic demonstration video at Nintendo's Shoshinkai trade show in December 1995.[3][52] Nintendo planned to release Super Mario 64 as a launch game for the Nintendo 64 and later release Ocarina of Time for the 64DD, a disk drive peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to development.[18][19] Issues regarding performance of the 64DD peripheral led to developmen release and was delayed into 1998.[28] They planned to follow its release with a 64DD expansion disk.[53] Miyamoto additionally attributed the delay to Nintendo prioritizing development efforts to Yoshi's Story after that game missed its planned second quarter release slot.[34]Throughout the late 1990s, the Nintendo 64 was said to lack hit firstparty games. Next Generation wrote that "Nintendo absolutely can't afford another holiday season without a real marquee title" and that Zelda was "one of the most anticipated games of the decade", upon which the Nintendo 64's fate depended.[54] Nintendo spent \$10 million on Ocarina of Time's marketing.[55] In March 1998, it was the most anticipated Nintendo 64 game in Japan.[56] Chairman Howard Lincoln insisted at E3 1998 that Zelda ship on time and become Nintendo's reinvigorating blockbuster, akin to a hit Hollywood movie.[54]Customers in North America who pre-ordered the Ocarina of Time received a limited-edition box with a golden plastic card reading "Collector's Edition". This edition contained a gold-colored cartridge,[57] a tradition that began with the original Legend of Zelda (1986) for the Nintendo Entertainment System. Demand was so great that Electronics Boutique stopped pre-selling the game on November 3, 1998.[58] Several versions of Ocarina of Time were produced, with later revisions featuring minor changes such as glitch repairs, the recoloring of Ganondorf's blood from crimson to green, and the alteration of the music heard in the Fire Temple dungeon to remove a sample of an Islamic prayer chant. [59][60] The sample was taken from a commercially available sound library, but the developers did not realize it contained Islamic references. Although popularly believed to have been changed due to public outcry, the chanting was removed after Nintendo discovered it violated policy of avoiding religious material,[60] and the altered versions of Ocarina of Time to its next console, the GameCube, as part of The Legend of Zelda: Collector's Edition, a compilation of Zelda games. This port is an emulation of the original Nintendo 64 version. The emulated port runs at a resolution of 640×480, quadruple that of the original Nintendo 64 version. The emulated port runs at a resolution of the original Nintendo 64 version. more difficult version titled Master Quest that was included in GameCube bundles worldwide. It was also given to those who registered certain hardware and software or subscribed to official magazines and clubs.[64][65] In November 2003, Ocarina of Time was ported to China's iQue Player as one of the five games available on its release. [66][67]In February 2007, Ocarina of Time was released for the Wii Virtual Console service for 1000 Wii Points. [68] This version is also an emulation of the Nintendo 64 version. Because this version does not support controller vibration, the "Stone of Agony" item - which employs vibrations via the Rumble Pak controller accessory - has no function.[69] A five-minute demo of the game can be unlocked in Super Smash Bros. Brawl (2008). Ocarina of Time was rereleased on the Wii U Virtual Console worldwide on July 2, 2015,[70] this time including the original controller vibration.[71] It was also released on the Nintendo 3DS remake An October 25, 2021.[72] Nintendo 3DS remake An October 25, 2021.[72] Nintendo 3DS remake Main article: The Legend of Zelda: Ocarina of Time 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3DS remake An October 25, 2021.[72] Nintendo 3DS remake Main article: The Legend of Zelda: Ocarina of Time 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3DS remake An October 25, 2021.[72] Nintendo 3DS remake Main article: The Legend of Zelda: Ocarina of Time 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3DS remake An October 25, 2021.[72] Nintendo 3DS remake Main article: The Legend of Zelda: Ocarina of Time 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3DS remake An October 25, 2021.[72] Nintendo 3DS remake Main article: The Legend of Zelda: Ocarina of Time 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3DS remake Main article: The Legend of Zelda: Ocarina of Time 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3DS remake Main article: The Legend of Zelda: Ocarina of Time 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3DS remake Main article: The Legend of Zelda: Ocarina of Time 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3D Link swims in the Water Temple while wearing the Zora Tunic, which allows him to breathe underwater, in the 3D Link swims in the 3D Link swims in the Water Temple while wearing the 2D Link swims in the 3D Link swims in the 3D Ocarina of Time 3D, an enhanced port for the Nintendo 3DS handheld console.[73] It was developed by Nintendo EAD with Grezzo, an independent Japanese studio headed by Koichi Ishii.[73] The game includes Master Quest and adds features including touchscreen and gyroscope controls,[74] a "Boss Challenge" mode,[75] instructional videos to guide stuck players, [76] and a modified version of the game for the then-unreleased 64DD peripheral with the working title Ura Zelda, [78] commonly translated as "Another Zelda". [79] Described as a second version of Ocarina with rearranged dungeons, [78] it contains new content, some that had been cut from Ocarina due to time and storage constraints. [80][81][82] In 1998, Ura Zelda was delayed indefinitely following problems with the development of the 64DD, [81] and was canceled due to the 64DD, [81] and was canceled due to time and storage constraints. [80][81][82] In 1998, Ura Zelda was delayed indefinitely following problems with the development of the 64DD, [81] and was canceled due to the 64DD (81] and was canceled due to the 64DD (81] and was delayed indefinitely following problems with the development of the 64DD (81] and was canceled due to the 64DD (81] and was canceled due to the 64DD (81] and was delayed indefinitely following problems with the development of the 64DD (81] and was canceled due to the 64DD (81] and was delayed indefinitely following problems with the development of the 64DD (81] and was canceled due to the 64DD (81] and was delayed indefinitely following problems with the development of the 64DD (81] and was canceled due to the 64DD (81] and was delayed indefinitely following problems with the development of the 64DD (81] and was delayed indefinitely following problems with the development of the 64DD (81] and was delayed indefinitely following problems with the development of the 64DD (81] and 82D (82D (81) and 82D (81) and 82D (82D (81) a had been finished and that no online functions had ever been planned.[84]Ura Zelda was ported to the GameCube in 2003 in North America and Europe as The Legend of Zelda: Ocarina of Time Master Quest.[78][83][85] According to Miyamoto, Ura Zelda was simple to port as it used few of the 64DD features.[83] Master Quest uses the same engine and plot of Ocarina of Time but with increased difficulty and altered dungeons and puzzles.[59]IGN's Peer Schneider gave Master Quest a mostly positive review, likening the concept to the second quest of the original Legend of Zelda. He said that some redesigned areas were poorer than the original Ocarina of Time and speculated that they may have been constructed from "second choice" designs created during development. He described the port as graphically improved but containing no substantial improvement to the GameCubeen constructed from "second choice" designs created during development. controller felt clumsy. Nonetheless, he summarized Master Quest as a "sweet surprise for any Zelda fan" and wrote that he would have recommended it even at full price.[59] Zachary Lewis of RPG Gamer praised the revised puzzles, which require precise timing and find new uses for the Ocarina items, but wrote that players would be enthralled or frustrated by the increased difficulty.[86] ReceptionAggregate scoresAggregatorScoreGameRankings98%[87]Metacritic99/100[88][d]Review scoresPublicationScoreEdge10/10[93]IGN10/10[93]IGN10/10[46]Next Generation [94]Nintendo Power9.5/10[95] [96]RPGamer5/5[86]AwardsPublicationAwardCESA Award,[97] Edge,[98] EGM,[99] Games,[100] GameSpot,[101] 2nd Annual Interactive Achievement Awards,[102] Japan Media Arts Festival,[103] MMCA,[104] VSDA Award[105]Game of the YearComputer and Video Games,[106][107] Edge,[108][109][110][111] Entertainment Weekly,[107] GameTrailers,[107] IGN,[112][113] Metacritic,[114] Next Generation,[107] Nintendo Power,[114][115][116] GameStats,[117] GameFAQs,[118] GamingBolt,[123] Joystik,[124] PALGN[125]Greatest Game of All Time Upon its initial Nintendo 64 release, Ocarina of Time received critical Nintendo FAQs,[118] GameFAQs,[118] GameFAQs,[11 acclaim. It garnered perfect review scores from the majority of gaming publications that reviewed it,[87][114] including Famitsu,[91] Next Generation,[94] Edge,[89] Electronic Gaming Monthly,[90] GameSpot,[93] and IGN.[46] The review aggregator websites Metacritic and GameRankings rank the original Nintendo 64 version as the highest and second-highest reviewed game of all time, respectively, [126][127] with average scores of 99/100 from Metacritic[e] and 98% from GameRankings. [88][87] The reviewer Jeff Gerstmann wrote that Ocarina of Time is "a game that can't be called anything other than flawless",[93] and IGN called it "the new benchmark for interactive entertainment" that could "shape the action RPG genre for years to come".[46] Editors of GameTrailers called it a "walking patent office" due to the number of features it contains that became "industry standard".[128] The graphics were praised for their depth and detail, although reviewers noted they were not always the best the console had to offer. GameRevolution noted the characters' expressions and animation featured "surprising grace".[129] IGN believed that Ocarina of Time improved on the graphics of Super Mario 64, giving a larger sense of scale.[46] Impressive draw distances and large boss characters were also mentioned as graphical highlights.[46] Although excelling in the use of color and the visibility and detail of the environment, reviewers noted that some graphical elements of Ocarina of Time did not perform as well as Banjo-Kazooie, [46][90] a game released for the same platform earlier that year. IGN said that the frame rate and textures of Ocarina of Time were not as good as those of Banjo-Kazooie, particularly in the marketplace of Hyrule Castle, which was called "blurry". [46]Gameplay was generally praised as detailed, with many side quests to occupy players' time. IGN said players would be "amazed at the detail" of the environment and the "amount of thought that went into designing it". IGN praised the cinematics, citing great emotional impact and "flawless camera work". [26] EGM enjoyed that Nintendo was able to take the elements of the older, 2D Zelda games and "translate it all into 3D flawlessly". [90] Nintendo Power cited Ocarina of Time, along with Super Mario 64, as two games that "blazed trails" into the 3D era. [130] The context-sensitive control system was seen as one of the strongest elements of the gameplay.[46] Reviewers noted that it allowed for simpler control using fewer buttons but that it occasionally caused the player to perform unintended actions.[3][46] The camera control was quoted as making combat "second nature",[46] although the new system took time for the player to get used to.[46][90]The game's audio was generally well received, with IGN comparing some of Koji Kondo's pieces to the work of Philip Glass.[46] Many atmospheric sounds and surround sound were designed to effectively immerse the player in the game world. Some reviewers complained that the audio samples used in the game sounded dated; [46] others considered this a benefit, calling them "retro". [129] GameRevolution called the sound "good for the Nintendo, but not great in the larger scheme of things" and noted that the cartridge format necessitated "MIDI tunes that range from fair to terrible". [129] Pitchfork gave the official soundtrack album a 9 out of 10. [131] Sales Assisted by a large marketing campaign, Ocarina of Time was a strong commercial success. In the United States, over 500,000 pre-orders for any previous video game,[132] for which it was awarded the Guinness World Record for Most Advance Orders for a Game.[133] Upon release, more than 1 million copies were sold there in less than a week.[104] In 1998, 2.5 million copies were sold, although it was released only 39 days before the end of the year; it earned \$150,000,000 in 2022) in U.S. revenues, higher than any Hollywood film in the last six weeks of 1998.[134] It was the best-selling video game of 1998 in the United States.[135][136] In Japan, 920,000 copies were sold in 1998, becoming the eighth best-selling game of that year;[137] a reported 386,234 copies were sold in its first week there, surpassing the 316,000 first-week sales of Metal Gear Solid.[138]In Europe, it was the fifth best-selling game of 1998 with over €39,000,000 or \$44,000,000 (equivalent to \$79,000,000 in 2022) grossed that year.[139] In the United Kingdom, 61,232 copies were sold during its first weekend,[104] becoming the UK's fastest-selling title up until it was surpassed by Gran Turismo 2 in 2000.[140] By 2000, Ocarina of Time had sold 7 million cartridges and grossed about \$400,000,000 (equivalent to \$720,000,000 in 2022) worldwide.[141] During its lifetime, Ocarina of Time won the Grand Prize in the Interactive Art division at the Japan Media Arts Festival.[103] It won six awards at the 2nd Annual Interactive Achievement Awards: "Game of the Year", "Console Game of the Year", "Console Adventure Game of the Year", "Console Role-Playing Game of the Year", "Console Role Development".[144][102] Electronic Gaming Monthly gave it both the editors' choice awards for "Best Music" and "Action RPG of the Year" as well as the readers' choice awards for "Best Sound". "Nintendo 64 Game of the Year" as well as the readers' choice awards for "Best Sound". Effects" award.[145] Edge gave it the awards for "Game of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Ocarina of Time Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Virtua Fighter 3tb).[98] A rendering of the Year" and place for "Graphical Achievement" (behind Year" and place for "Graphical Achievem greatest video game of all time by numerous publications including Computer and Video Games, [106] [107] Edge, [108] [109] [110] [111] Entertainment Weekly, [107] GameTrailers, [107] IGN, [112] [113] Next Generation, [107] IGN, [112] IG greatest games including those of Electronic Gaming Monthly[146] and IGN.[112][147][148] The game was placed second in Official Nintendo games of all time", behind only Super Mario Bros.[149] Game Informer ranked it as its 11th favorite game of all time and described it as "untouchable".[150] In May 2011, IGN held a tournament-style competition celebrating the 25th anniversary of the original The Legend of Zelda's release in which fans voted list in the final round.[151] Ocarina of Time has consistently been placed at number one in Edge's "top 100 games" lists: a staff-voted list in January 2000,[108] a staff- and reader-voted list in July 2007,[109] a list of "The 100 Best Games to Play Today" in March 2009,[111] Edge concluded its 2009 list with: "Ocarina of Time is here in the list not because Nintendo had the power and wisdom to make a great game, but because it had the courage to make a unique one".[152] In 2022, The Strong National Museum of Play inducted Ocarina of Time to its World Video Game Hall of Fame.[153]Reception for the Master Quest and Virtual Console rereleases was positive; while some considered aspects of the graphics and audio to be outdated,[86][154] most thought that the game had aged well. The Master Quest version holds an average score of 89.50% on GameRankings and 91/100 on Metacritic.[155][156] IGN said in their review that "Ocarina of Time has aged extremely well",[59] and noted in regard to the game's graphics, while the textures and models look dated, the game's visual presentation stood the test of time. Game Revolution said that although the game has "noticeably aged compared to brand new RPGs ... it's still a terrific game", awarding 91 out of 100.[157] In 2007, former GameSpot editor Jeff Gerstmann gave the Virtual Console port 8.9 out of 10: "Even after nine years, Ocarina of Time holds up surprisingly well, offering a lengthy and often-amazing adventure".[69]In November 2021, enthusiasts fully decompiled Ocarina of Time's ROM into human-readable C code.[158] In March 2022, a group called "Harbour Masters"[159] publicly released a PC port under the name "Ship of Harkinian", which includes widescreen support and an increased framerate, among other features.[160][161] Impact The Legend of Zelda: Ocarina of Time's gameplay system popularized features such as a target lock system and context-sensitive buttons that have since become common elements in 3D adventure games.[3][162]Multiple members of the video game industry have expressed how the game impacted them and the industry. Former Rockstar Games vice president of creativity Dan Houser stated in 2012 that "anyone who makes 3-D games who says they've not borrowed something from Mario or Zelda [on the Nintendo 64] is lying".[163] Rockstar founder and Grand Theft Auto director Sam Houser also cited the game's influence, describing Grand Theft Auto III as "Zelda meets Goodfellas".[164] Ökami director Hideki Kamiya (Capcom, PlatinumGames) said that he had been influenced by Zelda when he developed Okami.[165] Soul Reaver and Uncharted director, Amy Hennig (Crystal Dynamics and Naughty Dog), cited Zelda as an influence for the Legacy of Kain series, noting Ocarina of Time's influence on Soul Reaver.[166]Dark Souls creator Hidetaka Miyazaki (FromSoftware) said that "The Legend of Zelda as an influence on Shadow of the Colossus.[168] Darksiders director David Adams (Vigil Games) cited Zelda as an influence on his work.[169] CD Projekt Red (The Witcher, Cyberpunk 2077) cited Zelda as an influence on The Witcher series, including The Witcher 3: Wild Hunt (2015).[170] Final Fantasy and The 3rd Birthday director Hajime Tabata (Square Enix) cited Ocarina of Time as inspiration for the seamless open world of Final Fantasy XV.[171] ^ Japanese: ゼルダの伝説 時 のオカリナ, Hepburn: Zeruda no Densetsu: Toki no Okarina ^ So named because it was executed by the Z button; Z-targeting is referred to as L-targeting is done with the L button instead of the Z button; Z-targeting is referred to as L-targeting is ref due to the position of the Z button on the GameCube controller and Classic Controller. A Based on 22 reviews. The game earned a 'Metacritic: Must-Play' certification in 2018.[88] "Game Design Essentials: 20 Open World Games". Gamasutra. September 26, 2007. Archived from the original on February 4, 2021. Retrieved July 18, 2018. A b c d e f The Legend of Zelda: Ocarina of Time instruction booklet (PDF). United States: Nintendo. 1998. U/NUS-NZLE-USA. Archived (PDF) from the original on July 18, 2012. ^ The Legend of Zelda: Collector's Edition instruction booklet. USA: Nintendo.

2003. pp. 16-17. ^ The Legend of Zelda: Ocarina of Time/Master Quest instruction booklet. USA: Nintendo. 2003. pp. 14-15.

^ "The RPG Revolution", Electronic Gaming Monthly, No. 106, Ziff Davis, May 1998, p. 95, ^ Hoffman, Christopher (May 2011),

"Better Than the Best".

Nintendo Power Magazine. No. 267. Nintendo Co., Ltd. p. 51. ... the boy hero, now grown into a young man... will continue his quest——riding on horseback, gaining new items....

^ Nintendo Entertainment Analysis & Development (November 23, 1998). The Legend of Zelda: Ocarina of Time (Nintendo 64). Nintendo 64). Nintend

"A Return To The The Legend Of Zelda: The Ocarina Of Time Reminded Me Why It's Special". Kotaku. Archived from the original on February 9, 2021.

Retrieved February 4, 2021. ^ Nintendo Entertainment Analysis & Development (November 23, 1998). The Legend of Zelda: Ocarina of Time (Nintendo 64). Nintendo. Rauru: 'The Master Sword is a sacred blade which evil ones may never touch ...

Only one worthy of the title of "Hero of Time" can pull it from the Pedestal of Time ... However, you were too young to be the Hero of Time ...

Therefore, your spirit was sealed here for seven years. ...

Though you opened the Door of Time in the name of peace ... Ganondorf, the Gerudo King of Thieves, used it to enter this forbidden Sacred Realm! He obtained the Triforce from the Temple of Light, and with its power, he became the King of Evil ... His evil power radiated from the temples of Hyrule, and in seven short years, it transformed Hyrule into a world of monsters.' ^ Nintendo Entertainment Analysis & Development (November 23, 1998). The Legend of Zelda: Ocarina of Time (Nintendo 64). Nintendo 64

Nintendo. Ganondorf: 'Someday... When this seal is broken.... That is when I will exterminate your descendants!! As long as the Triforce of Power is in my hand...." Zelda: "Thank you, Link...

Thanks to you, Ganondorf has been sealed inside the Evil Realm!' ^ Nintendo Entertainment Analysis & Development (November 23, 1998). The Legend of Zelda: Ocarina of Time (Nintendo 64). Nintendo 64)

"Iwata Asks: The Legend of Zelda: Ocarina of Time 3D: What We Couldn't Do with The Legend of Zelda: Ocarina of Time" (Interview). Interviewed by Satoru Iwata. Nintendo. Archived from the original on July 25, 2015. Retrieved February 4, 2015. ^ Ricciardi, John (November 1997). "Nintendo Goes Large". Electronic Gaming Monthly. No. 100. Ziff Davis. p. 28. ^ "Zelda 64 News: The biggest Cartridge Game Ever". IGN. August 21, 1997. Archived from the original on March 30, 2014. Retrieved October 23, 2007. ^ a b Walker, Matt (June 15, 2011). "Ocarina of Time Had Mario 64-Esque Paintings Early in Development". NintendoWorldReport.com. Archived from the original on June 20, 2011. Retrieved June 21, 2011. ^ a b c d e "Sensei Speaks". IGN. January 29, 1999. Archived from the original on August 20, 2013. Retrieved May 8, 2008. ^ "E3: Through the Eyes of Miyamoto Pt. 2". IGN. June 18, 1997. Archived from the original on October 22, 2013. Retrieved December 17, 2008. ^ a b c d IGN Staff; Miyamoto, Shigeru (March 18, 1999). "GDC: Miyamoto Keynote Speech". Archived from the original on October 23, 2017.

^ "Inside Zelda Part 12: The Role of the Sidekick". Nintendo Power. Vol. 203. May 2006. pp. 76-78. ^ a b Miyamoto, Shigeru. "Iwata Asks: The Legend of Zelda: Ocarina of Time 3D: Mr. Shigeru Miyamoto" (Interview). Interviewed by Satoru Iwata. Nintendo of America, Inc. Archived from the original on July 25, 2015. Retrieved February 4, 2015. And I was really happy that we here in Japan could make a medieval tale of sword and sorcery liked by the people of the world. Despite using a historical drama at Toei Kyoto Studio Park as reference! (laughs) It was received well overseas. ^ "The Legend of Miyamoto". Nintendo Power. Vol. 111. August 1998. pp. 52-55. Archived from the original on March 19, 2005. Retrieved April 26, 2014. ^ Mark Serrels (July 10, 2013). "Why Are You Here? Shigeru Miyamoto And The Ocarina Of Time". Kotaku Australia. Archived from the original on October 2, 2013.

Retrieved October 11, 2013.

^ "Iwata Asks: Link's Crossbow Training". Nintendo of America, Inc.

May 8, 2008. Archived from the original on July 25, 2015. Retrieved May 8, 2008.

^ The Legend of Zelda Encyclopedia. Dark Horse. 2018. p. 241. ISBN 978-1-50670-638-2. ^ "Interview with Shigeru Miyamoto". Nintendo Power. Nintendo of America. November 19, 2004. Retrieved April 26, 2014. ^ a b "Inside the Mind of Shigeru Miyamoto". GamePro. No. 114. IDG. March 1998. pp. 54-55. ^ "Inside Zelda Part 7: An Honest Perspective on Hyrule". Nintendo Power. Vol. 198. December 2005. pp. &70-72. ^ "Question and Answer Session with Mr. Miyamoto". Nintendo.

Archived from the original on May 30, 1998. Retrieved May 30, 2010. Shigeru Miyamoto: However, the scenario and game modes are only about 50% my idea. ^ "Interview mit dem Meister". Club Nintendo (in German). No. Ausgabe 4. Nintendo of Europe GmbH.

August 1998. p. 17. Shigeru Miyamoto: Die komplette Story ist von mir. / The entire story is from me. ^ Kohler, Chris (December 4, 2007). "Interview: Super Mario Galaxy Director On Sneaking Stories Past Miyamoto". Wired. Condé Nast Digital. Archived from the original on June 15, 2009. Retrieved June 10, 2010. ^ "Interview: Nintendo's Unsung Star". Edge. February 6, 2008. Archived from the original on August 20, 2012.

Retrieved July 11, 2010. ^ a b Nintendo Co., Ltd (November 23, 1998).

The Legend of Zelda: Ocarina of Time. Nintendo of America, Inc. Scene: staff credits. ^ "クリエイターズファイル 第101回". Gpara.com. February 10, 2003. Archived from the original on September 30, 2011. Retrieved April 26, 2014. ^ "Iwata Asks: The Legend of Zelda: Spirit Tracks: The Previous Game Felt As Though We'd Given Our All". Nintendo. Archived from the original on July 25, 2015. Retrieved October 18, 2010. Eiji Aonuma: Our first 3D The Legend of Zelda game for the N64 turned out to be The Legend of Zelda: Ocarina of Time. I did some direction on that one, although it was only partial: I was in charge of dungeon design. ^ a b "Inside Zelda Part 4: Natural Rhythms of Hyrule". Nintendo Power. Vol. 195. September 2005. pp. 56-58. ^ a b Trueman, Doug. "Top Ten Video Game Soundtracks". GameSpot. p. 11. Archived from the original on January 25, 2013. ^ a b Whalen, Zach (November 2004). "Play Along — An Approach to Video Game Music". The International Journal of Computer Game Research. 4 (1). Archived from the original on October 3, 2006. Retrieved September 24, 2006. ^ a b c d e f g h i j k l m n o p Schneider, Peer (November 25, 1998). "Legend of Zelda: Ocarina of Time review". IGN. Archived from the original on October 9, 2012. Retrieved January 29, 2006. ^ King, Sharon R. (February 15, 1999). "Compressed Data; Can You Play 'Feelings' On the Ocarina?". The New York Times. Archived from the original on July 7, 2009. Retrieved August 25, 2009. ^ a b  $f - L \equiv - \vec{y} \cdot \vec{y} / (\vec{y} + - \vec{y} \equiv \vec{y} - \vec{y} \cdot \vec{y} - \vec{y} \equiv \vec{y} \cdot \vec{y} - \vec{y} \equiv \vec{y} \cdot \vec{y} = \vec{$ 

Archived from the original on April 14, 2018. Retrieved April 14, 2018. "Legend of Zelda". Next Generation. No. 14. February 1996. p. 55. Well, the fact is that the videotape sequences shown at Shoshinkai bear very little resemblance to what the final product will actually look like. Spectacular scenes of a surprisingly large Link clad in polished armor are most likely to end up in cut-scenes rather than representing the actual play. "Zelda Officially Goes to Cart". IGN. March 7, 1997. Archived from the original on October 25, 2014. Retrieved April 23, 2008. a b "Nintendo 64".

Next Generation. No. 44. August 1998. pp. 40-41. Retrieved December 14, 2015. Tahmincioglu, Eve (December 5, 1998). "Zelda". Tampa Bay Times. p. 59. Archived from the original on December 21, 2021.

Retrieved December 21, 2021 - via Newspapers.com. ^ "What Japan Wants". IGN.

April 22, 1998. Archived from the original on June 17, 2018. Archived April 1, 2018. Archived September 24, 2007. A "Ye Snoozed, Ye Loozed". IGN. August 26, 1998. Archived from the original on Pebruary 20, 2014. Retrieved September 24, 2007. A b c d e Schneider, Peer (February 27, 2003). "Legend of Zelda: Ocarina of Time / Master Quest". IGN. Archived from the original on January 29, 2015. Retrieved February 1, 2015. A b Dylan James (May 30, 2012). "Nintendo Officially Talks about the Infamous Ocarina of Time Fire Temple Chant". Zelda Informer. Archived from the original on January 22, 2011. Archived from the original on January 21, 2013. Retrieved April 27, 2013. Retrieved April 27, 2013. Retrieved April 27, 2011. A "The Legend of Zelda Collector's Edition".

IGN. Archived from the original on September 29, 2012. Retrieved April 23, 2008. ^ "Żelda Bonus Disc Coming to US". IGN. December 4, 2002. Archived from the original on October 25, 2014. Retrieved September 24, 2007. ^ "Limited Edition Zelda in Europe". IGN. April 15, 2003. Archived from the original on October 25, 2014. Retrieved September 24, 2007. ^ "Limited Edition Zelda in Europe". IGN. November 4, 2003. Archived from the original on October 25, 2014. Retrieved September 24, 2007. ^ "Limited Edition Zelda in Europe". IGN. November 4, 2003. Archived from the original on July 13, 2013. Retrieved September 24, 2007. ^ "Que PLAYER优惠套装上海试卖, 五款精品游戏同步发售!" [iQue Player Discount Set Trial Sale in Shanghai, Five High-quality Games Released Simultaneously!] (in Chinese). iQue. Archived from the original on December 25, 2005. Retrieved March 31, 2022. ^ Blevins, Joe (March 4, 2016). "Meet the iQue Player, a Nintendo Console That Was Only Available in China". The A.V. Club. G/O Media. Archived from the original on July 11, 2021. Retrieved March 31, 2022.

^ Surette, Tim (February 24, 2007). "Ocarina of Time to blow on VC". GameSpot. Archived from the original on March 6, 2012. ^ a b Gerstmann, Jeff (March 5, 2007). "The Legend of Zelda: Ocarina of Time (Virtual Console) review". GameSpot. Archived from the original on October 15, 2007. Retrieved October 27, 2007. ^ Ronaghan, Neal (July 2, 2015). "This Week in the Nintendo Downloads". IGN. Ziff Davis. Archived from the original on July 3, 2015. Retrieved July 3, 2015.

^ Town, Jonathan (July 3, 2015). "The Legend of Zelda: Ocarina of Time (Wii U eShop / N64) Review". Nintendo Life. Gamer Network. Archived from the original on July 6, 2015. ^ Bankhurst, Adam (October 26, 2021). "Nintendo Switch Online + Expansion Pack Is Now Live". IGN. Archived from the original on February 18, 2023. Retrieved February 18, 2023. ^ a b "Ocarina of Time 3DS Release Dates". N4G Network. Archived from the original on October 15, 2011. ^ "Zelda Ocarina of Time 3DS Preview: Everything About This Masterpiece! - Best Nintendo 3DS Games". Best Nintendo 3DS Games".

Retrieved December 31, 2014. ^ "Master Quest Included In Oot3d, DS News - GamerZines: Free Digital Games Magazines". GamerZines: Free Digital Games Magazines". GamerZines. Archived from the original on November 2, 2014. Retrieved October 10, 2014. ^ "Boss Mode Coming to Ocarina of Time 3D - Nintendo 3DS News at IGN". IGN. April 20, 2011. Archived from the original on November 2, 2014. Retrieved October 10, 2014. ^ "Boss Mode Coming to Ocarina of Time 3D - Nintendo 3DS News at IGN". IGN. April 20, 2011. Archived from the original on January 29, 2017. Retrieved October 10, 2014. ^ "Retrospective: The Legend Of Zelda: Ocarina Of Time". Edge. April 21, 2014.

Archived from the original on April 23, 2014. Retrieved October 9, 2014. ^ a b c "IGN: GDC 2004: The History of Zelda". IGN. March 26, 2004.

Archived from the original on February 13, 2015. Retrieved October 10, 2014. ^ "Gaiden and Ura Zelda Split". August 20, 1999.

Archived from the original on February 20, 2015. Retrieved February 1, 2015. "Nintendo Sequel Rumblings". IGN. May 11, 1999. Archived from the original on February 20, 2015.

Retrieved January 20, 2015. ^ a b "Zelda DD: The Other Adventure". IGN. November 17, 1998. Archived from the original on September 9, 1999. ^ "Info on Ura Zelda at Unseen 64: Beta, Cancelled & Unseen 64: Beta, Cancelled

Retrieved October 10, 2014. ^ Miyamoto, Shigeru (August 28, 2000). "Miyamoto Roundtable: Game designer Shigeru Miyamoto talks to the press about Gamecube, N64 and GBA". IGN (Interview). Interviewed by IGN Staff. Archived from the original on August 12, 2016.

Retrieved August 8, 2016. ^ Fahs, Travis; Thomas, Lucas (August 27, 2010). "IGN Presents the History of Zelda". IGN. Ziff Davis. p. 3. Archived from the original on February 24, 2014. Retrieved December 30, 2015. ^ a b c Lewis, Zachary. "Legend of Zelda". Ocarina of Time Master Quest - Review". RPGamer. Archived from the original on June 20, 2003. Retrieved October 2, 2008. ^ a b c "The Legend of Zelda: Ocarina of Time reviews". GameRankings. Archived from the original on March 6, 2009. Retrieved November 26, 2008. ^ a b c "The Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b "Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b "Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b c "The Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b c "The Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b c "The Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b c "The Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b "Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b "Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b "Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b "Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b "Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b "Legend of Zelda: Ocarina of Time reviews". Metacritic. Archived from the original on November 20, 2010. ^ a b c "The Legend of Zelda: Ocarina of Time review

Edge. No. 66. Bath. December 1998. pp. 84-87. Archived (PDF) from the original on October 16, 2019. ^ a b c d e Huber, Brooks. "Retro Review: Zelda Ocarina of Time". 1UP. Archived from the original on July 15, 2012. ^ a b "Zelda Receives Highest Ever Famitsu Score". IGN. November 13, 1998. Archived from the original on October 11, 2012. Retrieved April 13, 2008. ^ Airhendrix (November 24, 2000). "Review: Legend of Zelda: Ocarina of Time".

gamepro.com. Archived from the original on July 5, 2008. ^ a b c Gerstmann, Jeff (November 23, 1998). "The Legend of Zelda: Ocarina of Time review". GameSpot. Archived from the original on October 15, 2013. Retrieved January 29, 2006. ^ a b "Finals". Next Generation. No. 48. Imagine Media. December 1998. pp. 114-116. ^ "Now Playing". Nintendo Power. Vol. 114.

November 1998. p. 122. ^ "Nintendo Power Vol. 114, p. 122". Archived from the original on July 24, 2013. Retrieved October 10, 2014. ^ "3rd CESA Awards". Japan Game Awards. 1998. Archived from the original on January 20, 2012. Retrieved February 13, 2012. ^ a b "File:Edge UK 067.pdf - Retro CDN".

retrocdn.net. Archived from the original on June 28, 2019. Retrieved December 9, 2015. ^ "1998 Gamers' Choice Awards". Games. Archived from the original on February 9, 2012. A etrieved February 13, 2012. ^ a b "The Legend of Zelda: Ocarina of Time AIAS". Academy of Interactive Arts & Sciences. Retrieved June 28, 2023. ^ a b "2nd Annual Japan Media Arts Festival". Japan Media Arts Plaza. Archived from the original on Aya 8, 1999. Retrieved February 13, 2012. ^ a b "The Legend of Zelda: Ocarina of Time AIAS". Academy of Interactive Arts & Sciences. Retrieved June 28, 2023. ^ a b "2nd Annual Japan Media Arts Festival". Japan Media Arts Plaza. Archived from the original on October 13, 2007. Retrieved September 20, 2007. ^ a b c "Zelda Sales Go (Deku) Nuts!". Computer and Video Games. No. 207 (February 1999). Emap. January 13, 1999. p. 8. Archived from the original on April 4, 2016. ^ "Home Entertainment Awards - Video Games". Entertainment Merchants Association. Archived from the original on May 2, 2012. Retrieved February 5, 2012. ^ a b c d e f g h "The Best Video Games in the History of Humanity". Filibustercartoons.com. Archived from the original on September 21, 2010. ^ a b c "The 100 best games of all time (Legend of Zelda: Ocarina of Time)" (PDF). Edge. No. 80. January 2000. pp. 52-71 (71). Archived (PDF) from the original on June 24, 2021. Mott, Tony, ed. (2007). Edge Presents The 100 Best Videogames. Future. p. 255. Reprinting material from Edge issue 80. ^ a b c Edge Staff (April 21, 2014). "Retrospective: The Legend Of Zelda: Ocarina Of Time ". Edge. Future. Archived from the original on Marchive 64. To Be The Best Games of The Last 20 Years". Nintendo Life. Gamer Network. Archived from the original on March 26, 2012. Retrieved September 12, 2009. ^ a b c McFerran, Damien (October 24, 2013). "Readers Of EDGE Consider Ocarina Of Time And Mario 64. To Be The Best Games of The Last 20 Years". Nintendo Life. Gamer Network. Archived from the original on January 29, 2017. Retrieved September 1, 2016.

^ a b c "Readers' Picks Top 100 Games: 1-10". IGN. 2006. Archived from the original on November 3, 2013. Retrieved April 26, 2014. ^ a b c "1. The Legend of Zelda: Ocarina of Time". Top 100 Games of All Time. 2008. Archived from the original on January 2, 2014. ^ a b c d "NP Top 200". Nintendo Power. Vol. 200. February 2006.

p. 66.

^ a b Nintendo Power, issue 231, August 2008 ^ a b "Nintendo Power ranks the top 285 Nintendo games of all time".

December 26, 2012. Archived from the original on November 2, 2016., Nintendo Power, 2012 ^ "All Games By GameStats Score". GameStats Score Score GameStats GameStats Score GameStats GameStats

GamingBolt. April 19, 2013. Archived from the original on October 26, 2014. Retrieved December 30, 2014. ^ "Top Games of All Time". VideoGamer.com.

Archived from the original on August 15, 2011. Retrieved August 15, 2011.

^ a b GI Top Ten List, Game Informer, 1999 ^ a b 100 Greatest Video Games of All Time Archived July 12, 2015, at the Wayback Machine, Slant, 2014 ^ a b The 10 Greatest Games of All Time, FHM, 2010 ^ Top 100 Video Games of All Time Archived October 4, 2017, at the Wayback Machine, Joystik, 2017 ^ a b The Greatest 100 Games Ever, PALGN, 2005 ^ "Best Video Games of All Time". Metacritic.

Red Ventures. Archived from the original on June 9, 2021.

Retrieved June 10, 2021. ^ "All Time Best". GameRankings. CBS Interactive. Archived from the original on March 21, 2018. Retrieved June 10, 2021. ^ "Top Ten Best and Worst Games of All Time". GameTrailers. November 17, 2006. Archived from the original on August 19, 2012. Retrieved January 19, 2009.

^ a b c Baldric. "Without a fairy, you're not even a real man". Game Revolution. Archived from the original on July 4, 2013. Retrieved April 9, 2008. ^ Nintendo Power 250th issue!. South San Francisco, California. 2010. p. 48.{{cite book}}: CS1 maint: location missing publisher (link) ^ Szatan, Gabriel (July 7, 2019). "Koji Kondo: The Legend of Zelda: Ocarina of Time | Pitchfork Media". pitchfork.com. Archived from the original on November 8, 2020. Retrieved May 30, 2021. ^ Editors, Business. "Nintendo Promises More 'Zelda' on the Way; Retail Shortages of Video Game should be Rectified Soon". Business Wire: 1. November 27, 1998. ProQuest. Web. July 23, 2013. ^ "Computer Games: Most Advance Orders for a Game". Guinness World Records 2001. Guinness. 2000. p. 121. ISBN 978-0-85112-102-4. ^ "Zelda Breaks All Records". IGN.

January 7, 1999. Archived from the original on May 9, 2014. Retrieved September 20, 2007. ^ "U.S. Top 20 Best-Selling Games in 1995-1999 ranked on dollar sales". Twitter.

The NPD Group. January 17, 2020. Archived from the original on January 17, 2020. Retrieved October 11, 2021. ^ The Veronis, Suhler & Associates Communications Industry Forecast. Veronis, Suhler & Associates Communicat

Archived from the original on November 27, 2021. Retrieved November 27, 2021. ^ "販売本数ランキング" (in Japanese). ゲームランキング. Archived from the original on November 22, 2021. Retrieved November 22, 2021. ^ "販売本数ランキング" (in Japanese). ゲームランキング. Archived from the original on April 11, 2008. Retrieved May 28, 2009.

^ "GDC 2004: The History of Zelda".

IGN. March 25, 2004.

Archived from the original on November 16, 2013. Retrieved April 29, 2008. ^ Ewalt, David. "Miyamoto's Game of the Year". Forbes. Retrieved June 26, 2023. ^ "1998 Gamers' Choice Awards" (PDF). Electronic Gaming Monthly. No. 117. April 1999. pp. 107-114. Archived (PDF) from the original on December 19, 2022. Retrieved June 5, 2020. ^ EGM staff (2001). "Electronic Gaming Monthly's 100 Best Games of All Time". Archived from the original on June 20, 2003. Retrieved January 2, 2008. ^ "IGN's Top 100 Games of All Time". IGN. 2007. Archived from the original on August 25, 2013. Retrieved April 26, 2014. ^ "The Top 125 Nintendo Games of All Time". IGN. September 24, 2014. Archived from the original on October 30, 2014.

^ Cork, Jeff (November 16, 2009). "Game Informer's Top 100 Games of All Time (Circa Issue 100)". Game Informer. Archived from the original on January 19, 2016. Retrieved December 10, 2013. "Greatest Legend of Zelda Game Tournament - IGN". IGN. Archived from the original on July 27, 2013. "The 100 Best Games to Play Today". Edge. Vol. 200.

Future. April 2009. pp. 59-63. ^ "The Legend of Zelda: Ocarina of Time". The Strong National Museum of Play. The Strong. Archived from the original on May 5, 2022. Retrieved May 6, 2022. ^ "Nowadays, OoT is not that good". Destructoid. November 23, 2009. Archived from the original on January 27, 2010. Retrieved February 1, 2010. ^ "The Legend of Zelda: Ocarina of Time Master Quest reviews". GameRankings. Archived from the original on March 9, 2009. Retrieved March 4, 2008. ^ "search results".

Metacritic. Archived from the original on December 19, 2010. Retrieved May 7, 2008. ^ Liu, Johnny (February 3, 2003). "The Legend of Zelda: Ocarina of Time Master Quest review". Game Revolution. Archived from the original on July 4, 2013. Retrieved October 27, 2007. ^ Robinson, Andy (November 27, 2021). "Zelda 64 has been fully decompiled, potentially opening the door for mods and ports". Video Games Chronicle.

Archived from the original on November 27, 2021. Retrieved November 27, 2021. A Robinson, Andy (January 24, 2022). "Exclusive: A fully functioning Zelda 64 PC port is '90% complete'". Video Games Chronicle. Archived from the original on January 24, 2022. Retrieved January 24, 2022. A Robinson, Andy (March 22, 2022).

"A full Zelda: Ocarina of Time PC port is now complete and available online". Video Games Chronicle. Archived from the original on March 22, 2022. Retrieved March 23, 2022.

^ Gerblick, Jordan (March 23, 2022). "An unofficial Ocarina of Time PC port is out now with HD graphics and mods".

GamesRadar+. Archived from the original on April 7, 2023. Retrieved April 7, 2023. ^ Fahs, Travis (December 17, 2008).

"IGN Presents the History of Zelda". IGN. Archived from the original on April 8, 2016. Retrieved January 16, 2009. And November 9, 2012). "Americana at Its Most Felonious: Q. and A.: Rockstar's Dan Houser on Grand Theft Auto V".

The New York Times (Interview). Interviewed by Chris Suellentrop. Archived from the original on November 10, 2012. Retrieved July 30, 2015.

^ "Rockstar's Sam Houser Mouths Off". September 10, 2001. Archived from the original on November 8, 2012.

Retrieved October 21, 2021. ^ Jonti Davies (March 2007). "Okami creator 'disappointed' by Twilight Princess". Engadget. Archived from the original on October 21, 2021. ^ Brandon, Alexander. "Interactive Composition Column 1.2". IASIG. Archived from the original on February 14, 2012. Retrieved October 31, 2012. ^ Mielke, James. "Dark Souls' Creator Miyazaki on 'Zelda', Sequels and Starting Out". Rolling Stone. Archived from the original on October 5, 2016. Retrieved October 25, 2005). "Shadow of the Colossus". Insert Credit. Archived from the original on February 21, 2017. Retrieved October 21, 2021. ^ Mahardy, Mike (February 19, 2016). "The Legacy of Zelda". Archived from the original on October 21, 2021. ^ Episode #478 - The Witcher 3: Wild Hunt Interview with CD Projekt Red Archived June 11, 2017, at archive.today (48:45) ^ "Final Fantasy XV inspired by Zelda: Ocarina of Time". PlayStation Universe. April 2016. Archived from the original on August 15, 2022. Retrieved October 21, 2021.

Wikiquote has quotations related to The Legend of Zelda: Ocarina of Time. Wikibooks has a book on the topic of: The Legend of Zelda: Ocarina of Time at MobyGames The Legend of Zelda: Ocarina of Time at IMDb Portals: Video games 1990s Japan Fantasy Retrieved from "