



## Can i play zelda breath of the wild on pc

2017 video game "BOTW" redirects here. For other uses, see BOTW (disambiguation). The Legend of Zelda: Breath of the WildCover art depicting Link overlooking HyruleDeveloper(s)NintendoDirector(s)Hidemaro FujibayashiProducer(s)Eiji AonumaProgrammer(s) Takuhiro Dohta Kenji Matsutani Hiroshi Umemiya Artist(s) Takumi Wada Satoru Takizawa Writer(s)Akihito TodaComposer(s) Manaka Kataoka Yasuaki Iwata Hajime Wakai SeriesThe Legend of ZeldaPlatform(s) Nintendo Switch Wii U ReleaseMarch 3, 2017Genre(s)Action-adventureMode(s)Single-player The Legend of Zelda: Breath of the Wild[b] is a 2017 action-adventure game developed and published by Nintendo for the Nintendo Switch and Wii U consoles. Breath of the Legend of Zelda franchise and is set at the end of the Zelda timeline; the player controls Link, who awakens from a hundred-year slumber to defeat Calamity Ganon and save the kingdom of Hyrule. game, players are given little instruction and can explore the open world freely. Tasks include collecting various items to aid in objectives such as puzzle-solving or side quests. The world is unstructured and designed to reward experimentation, and the story can be completed in a nonlinear fashion. Development of Breath of the Wild took place over five years. Wanting to reinvent the series, Nintendo introduced elements such as a detailed physics engine, high-definition visuals, and voice acting. Monolith Soft, known for their work in the open-world Xenoblade Chronicles series, assisted in designing landscapes and topography. The game was originally planned for release in 2015 as a Wii U exclusive title but was delayed twice. Released on March 3, 2017, Breath of the Wild was a launch game for the Wild was a launch game for the Wild was a launch game for the Wild received acclaim for its open-ended gameplay and attention to detail, and has been cited as one of the greatest video games of all time. Critics called it a landmark in open-world design, although it received minor criticism for its technical performance at launch. It won numerous awards, including several game and one of the best-selling video games of all time. A sequel is in development for the Nintendo Switch and set for release in 2022. A crossover with the Dynasty Warriors series, Hyrule Warriors: Age of Calamity, was released in 2020. Gameplay of The Legend of Zelda series Players are free to explore the world of Breath of the Wild using a variety of tools. For example, by jumping from a high elevation and deploying his paraglider, Link can travel quickly. Breath of the Wild is an action-adventure game set in an open world where players are tasked with exploring the kingdom of Hyrule while controlling Link. Breath of the Wild encourages nonlinear gameplay, which is illustrated by the game's lack of defined entrances or exits to areas,[1] scant instruction given to the player, and encouragement to explore freely.[2] Breath of the Wild introduces a consistent physics engine to the zelda series, letting players approach problems in different ways rather than trying to find a single solution.[3] The game also integrates a "chemistry engine" that defines the physical properties of most objects and governs how they interact with the player and one another.[4] For example, during a storm, therefore, a player must be careful not to wear metal, but may also throw metal objects at enemies to draw lightning to them.[5] These design approaches result in a generally unstructured and interactive world that rewards experimentation and allows for nonlinear completion of the story.[6][7] As Link, players can perform actions such as running, climbing, swimming, and gliding with a paraglider, although Link is limited by his stamina.[5] Link can procure items from the environment, including weapons, food, and other resources. Unlike previous Zelda games, weapons and shields can collect incoming enemy arrows, and shields can be used as makeshift snowboards.[5] Players can obtain food from hunting animals, gathering wild fruit, or collecting parts of defeated enemies.[6] By cooking combinations of food or materials, the player can create meals and elixirs that can replenish Link's health and stamina, or provide temporary status bonuses such as increased strength or resistance to heat or cold.[6] An important tool in Link's arsenal is the "Sheikah Slate", which can be used to mark waypoints on a map and as an in-game camera. Over the course of the game, Link can collect powers to add to the Slate, including the abilities to create remote bombs, manipulate metal objects, form ice blocks on watery surfaces, and temporarily stop objects in time.[8][9][10] In combat, players can lock onto targets for more precise attacks, while certain button combinations allow for advanced offensive moves.[11] Players may also defeat enemies without weapons, such as by rolling boulders off cliffs into enemy camps.[12] One of the major gameplay mechanics is the ability to climb almost anything in the game. With it, players can reach areas without following a particular path. Besides exploration, players can undergo quests or challenges to obtain certain benefits. Activating towers also adds territories to the map, although location names are not added until the player explores that area. Dotted throughout Hyrule are shrines that contain challenges ranging from puzzles to battles against robotic opponents. Clearing shrines earns Spirit Orbs. After earning four of these orbs, they can be traded for additional health or stamina points.[13] Scattered across Hyrule are small puzzles that reveal Korok Seeds, which can be traded to expand inventory size for weapons, shields, and bows.[14] Towns serve as hotspots for quests, and shops selling materials and clothing. Hikers and other travelers offer sidequests, hints, or conversation.[5][11] Additionally, players can scan Amiibo figures against their controller to summon items or call Link's horse Epona from previous Zelda games and Wolf Link from Twilight Princess.[15][16] Plot Further information: Fictional chronology of The Legend of Zelda timeline in the kingdom of Hyrule.[17] 10,000 years before the beginning of the game, the ancient Sheikah race had developed Hyrule into an advanced civilization, protected by four enormous animalistic machines called the Divine Beasts and an army of autonomous weapons called Guardians.[18] When the evil Calamity Ganon appeared and threatened Hyrule, four great warriors were given the title of Champion, and each piloted one of the Divine Beasts to weaken Ganon while the princess with the blood of the goddess and her appointed knight fought and defeated him by sealing him away.[19][20] 10,000 years later,[21] the kingdom of Hyrule had since regressed to a medieval state.[22][23] Reading their ancestors' prophecies, the Hylians recognized the signs of Ganon's return and excavated surrounding areas to uncover the Divine Beasts and Guardians.[24] During this time, Princess Zelda trained vigorously to awaken the sealing magic needed to defeat Ganon while trying to maintain her personal research. In the meantime, a knight was appointed to protect her, that being Link, who was chosen due to his ability to wield the Master Sword, also known as the Sword that Seals the Darkness. The champions of Hyrule's races — Daruk, warrior of the mountainous Goron; Mipha, princess of the aquatic Zora; Revali, archer of the birdlike Rito; and Urbosa, chief of the desert-dwelling Gerudo — assembled to pilot the Divine Beasts (Vah Rudania, Vah Ruta, Vah Ru battled Ganon.[25] However, Ganon possessed the Guardians and Divine Beasts, turning them against Hyrule. King Rhoam and the Champions were killed, the castle town was destroyed, and Link was gravely wounded while defending the Hyrulean Army's only remaining base, Fort Hateno.[26] Zelda took Link to safety for him to heal, hid the Master Sword in the Lost Woods under protection from the Great Deku Tree, and used her magic to seal herself and Ganon in Hyrule Castle.[27] This cataclysmic tragedy came to be known through the ages as the Great Calamity. 100 years after being placed in a healing chamber in the Shrine of Resurrection, an amnesiac Link awakens in a now-ravaged Hyrule. He meets an old man, who reveals himself as the lingering spirit of King Rhoam. Rhoam explains that Ganon, sealed in Hyrule Castle, has grown strong; he pleads for Link to defeat Ganon before he breaks free and destroys the world. [28] Link travels across Hyrule, returning to locations from his past and regaining his memories. With the help of the Hyrulean races,[c] he boards the four Divine Beasts and purges them of Ganon's monsters, releasing the spirits of Hyrule's former champions and allowing them to pilot the Divine Beasts and purges them of Ganon's monsters, releasing the spirits of Hyrule's former champions and allowing them to pilot the Divine Beasts and Zelda's Bow of Light. Zelda seals Ganon away, restoring peace and allowing the spirits of King Rhoam and the champions to depart to the afterlife. Sensing their presence, Link and Zelda smile fondly. If players have found all 13 memories in the quest "Captured Memories", they unlock a secret ending in which Zelda realizes that Hyrule must be rebuilt and that she and Link must begin the process themselves. [29][30][31] As Link and Zelda survey Hyrule and embark to rebuild their world, the princess confides that she may no longer possess any supernatural power, yet still she has happily come to terms with it. [32] Development With Breath of the Wild, Zelda series producer Eiji Aonuma sought to rethink series conventions. Nintendo EPD, an internal division of Nintendo, developed Breath of the Wild for the Nintendo Switch and Wii U. According to series producer Eiji Aonuma, the development team aimed to "rethink the conventions of Zelda".[33][34] Development started immediately upon the completion of The Legend of Zelda Skyward Sword (2011);[35] following its release, Aonuma received comments from players who wished to see a more interconnected map to explore the locales between Worlds.[36] At E3 2014, Aonuma said he planned to reform dungeons and puzzles, two of the series' major gameplay elements, [37] and redesign the game to allow players to reach the end without progressing through the story. [38] As Nintendo had never developed a modern open-world game on the scale of Breath of the Wild, they looked at The Elder Scrolls V: Skyrim to learn more about the challenges of making a modern large-scale open-world game.[39] For the art style, the development team drew inspiration from various Japanese anime which they had grown up watching (such as Studio Ghibli and Hayao Miyazaki productions).[40][41] Before full development, the development team drew inspiration from various Japanese anime which they had grown up watching (such as Studio Ghibli and Hayao Miyazaki productions).[40][41] Before full development, the development team drew inspiration from various Japanese anime which they had grown up watching (such as Studio Ghibli and Hayao Miyazaki productions).[40][41] Before full development team drew inspiration from various Japanese anime which they had original Zelda to experiment with physics-based puzzles. The final game uses a modified version of the Havok physics engine.[42] At the 2017 Game Developers Conference, Director Hidemaro Fujibayashi, technical director Satoru Takizawa held a presentation titled "Change and Constant - Breaking Conventions with The Legend of Zelda: Breath of the Wild", during which they demoed the prototype.[42][43] Aonuma called the physics engine in Breath of the Wild a major development for the Zelda series, saying that it "underpins everything in the world" and makes things operate in a "logical and realistic way", allowing players to approach puzzles and problems in different ways. He expanded on the difficulty in developing this system, recalling how one day during development he entered an area in the game and found that all the objects had been blown away by the wind.[3] As previous Zelda games increased the amount of actions Link could perform, the development team realized that having too many actions would complicate the controls, so instead of adding more actions, they increased the number of events the player could interact with in the world.[44] "Our mission in developing this new Zelda game ... is quite plainly to re-think the conventions of Zelda. I'm referring to the expectation that the player is supposed to complete dungeons in a certain order...we want to set aside these conventions, get back to basics and create a newborn Zelda so that the players can best enjoy the real essence of the franchise." Eiji Aonuma, producer[33] The game was built and demonstrated with touchscreen features for the Wii U, but the developers found that "looking back and forth between the Gamepad and the screen" distracted from the game moved to tandem development across the Switch and Wii U.[45] The Wii U GamePad also affected animation; although Link is canonically left-handed, he is right-handed in the game to match the GamePad's control scheme, which has its sword-swinging buttons on its right side.[46] The Switch version performs better than the Wii U release when docked to a television, although when undocked, both run at the same resolution. The Switch version also has higher-quality environmental sounds.[47][48] Aonuma stated that the art design was inspired by gouache and en plein air art to help identify the vast world.[49] Takizawa has also cited the Jomon period as an inspiration for the ancient Sheikah technology and architecture that is found in the game's landscape was based on locations in and around Kyoto, the hometown of game director Hidemaro Fujibayashi, and was partially designed by Monolith Soft, who assisted with topographical level design.[51][52][53] The game's initial area was made a plateau so that players can see the world's expansive environments.[54] "I really think the implementation of this physics engine is a major development for the Zelda series. The way the physics engine underpins everything in the world really offers up a lot of new possibilities. For instance, in Breath of the Wild you might have a puzzle." Eiji Aonuma, producer[3] Breath of the physics, there'll be various ways you can solve that puzzle. That really opens up a lot of possibilities so there's not just one way to progress in the game or just one way to solve a puzzle." Wild was the first main Zelda game to use voice acting in cutscenes, although Link remains a silent protagonist. Aonuma was affected by the first time he heard a character with a human voice in-game, and wanted to leave a similar impression on players. [55] The team decided to record voice-overs for all cutscenes instead of only the key scenes, as originally planned.[56][57] Nintendo provided voice-overs and subtitles;[58] however, Nintendo released an update in May 2017 that allowed players to choose the voice-over languages.[d] Initially, players were not able to mix and match the languages of voices and subtitles;[58] however, Nintendo released an update in May 2017 that allowed players to choose the voice-over language.[59] After five years of development, the game went gold on February 3, 2017, with Nintendo holding a wrap party to celebrate.[60] Coinciding with the game's launch in Taiwan and South Korea in early 2018, Nintendo introduced a patch worldwide adding traditional and simplified Chinese and Korean translations for the Nintendo Switch version.[e][61][62][63] The original score was composed by Manaka Kataoka, Yasuaki Iwata, and Hajime Wakai. Kataoka and Wakai had previously worked on the Zelda games Spirit Tracks[f] and The Wind Waker respectively.[64] The soundtrack was primarily written and performed on a piano, with a focus on ambient music and sounds rather than the melodic and upbeat music in previous Zelda games. According to Wakai, this helped add "authenticity" to the environments, and was taken on as a challenge by the rest of the sound team. [65] Release Aonuma originally teased the game for the Wii U in January 2013 during a Nintendo Direct presentation. The game, he continued, would challenge the series' conventions, such as the requirement that players complete dungeons in a set order.[2][66] The next year, Nintendo introduced the game's high-definition, cel-shaded visual style with in-game footage at its E3 2014 press event.[67][68] Once planned for release in 2015, the game was delayed early in the year and did not show at that year's E3.[69][70] Zelda series creator Shigeru Miyamoto reaffirmed that the game was still set for release on the Wii U, despite the development of Nintendo's next console, the Nintendo let attendees play the game's Wii U version at E3 2016,[72] where they also announced its subtitle, Breath of the Wild.[73] CNET said that the showing would "take your breath away", [74] and Breath of the Wild was the most talked-about E3 2016 game on social media according to Brandwatch, a social media according to Br presentation in January 2017, a trailer was shown announcing that the game would be released as a launch game for the Switch.[80] Breath of the Wild launched for both the Wild launched for both the Wild launched for the Switch version was available in limited "Special Edition" and "Master Edition" bundles, which both included a Sheikah Eye coin, a Calamity Ganon tapestry with world map, a soundtrack CD, and a themed carrying case for the Switch. The Master Edition also included a figurine based on the Master Sword. [83][84][85] An "Explorer's Edition" was released for the Switch on November 23, 2017, containing a two-sided map and a 100-page book of story information.[86] In Europe, the game used unique packing artwork.[87] A five-disc, 211-track soundtrack was released in Japan on April 25, 2018.[88] Downloadable content (DLC): The Master Trials and The Champions' Ballad.[89][90] The Master Trials adds gameplay modes, features, and items. In the Trial of the Sword challenge, Link fights through 45 rooms of enemies and must finish each room before proceeding.[91] Link begins with no equipment but is rewarded with a glowing Master Sword that has greater durability and possesses a doubled damage stat if the player completes the challenge. The pack also adds an option to play the game at a higher difficulty level, called "Master Mode", which adds faster rank leveling and raises the ranks of enemies by 1.[92] The enemies are more perceptive when Link sneaks near them and slowly regenerate health in battle. New floating platforms throughout the land offer enemies to battle and treasure as a reward. The Hero's Path feature draws the player can transport Link at any time. Newe not visited. The player can also find the hidden Travel Medallion to save Link's current position as a single waypoint to which the player can transport Link at any time. items include the Korok Mask, which helps the player find Korok locations, and other themed cosmetics related to previous Zelda games.[93] The Champions' Ballad was released on December 7, 2017. It added a new dungeon, original story, gear, and additional challenges,[90][94][95] as well as the Master Cycle Zero, a motorcycle-like vehicle that Link can ride in place of a horse.[96] Reception ReceptionAggregate scoreAggregatorScoreMetacritic(NS) 97/100[97](Wii U) 96/100[98]Review scoresPublicationScoreDestructoid10/10[103]Edge10/10[99]EGM9.5/10[102]EurogamerEssential[100]Famitsu40/40[101]Game Informer10/10[106]GameRevolution[104]GameSpot10/10[5]GamesRadar+ [105]Giant Bomb[107]IGN10/10[6]Nintendo Life[108]Nintendo World Report9.5/10[109]Polygon10/10[111] Breath of the Wild was released to critical acclaim, with many calling the game a masterpiece[117] and one of the greatest video games of all time.[118][119] On the review aggregator Metacritic, Breath of the Wild was the highest-rated game of 2017[120] and holds the largest number of perfect reviews of any game from any year.[121][122][123] Industry publications including IGN,[124] GameSpot,[125] Polygon,[126][127] Entertainment Weekly,[128] Eurogamer,[129] Electronic Gaming Monthly,[130] GamesRadar+,[131] and Game Informer[132] ranked Breath of the Wild the best game of 2017. The open-world design" and "a wonderful sandbox full of mystery, dangling dozens upon dozens of tantalizing things in front of you that just beg to be explored".[6] GameSpot called it the most impressive game Nintendo had made, writing that it "takes designs and mechanics perfected in other games and reworks them for its own purposes to create something wholly new, but also something wholly new, but also something that still feels quintessentially like a Zelda game ... It's both a return to form and a leap into uncharted territory, and it exceeds expectations on both fronts."[5] Edge wrote that the game world was "an absolute, and unremitting, pleasure to get lost in" and that "the magic of being given all the tools in the opening hour is the knowledge that the solution to any problem is already at your disposal, and you can always change tack".[99] According to Kyle Orland of Ars Technica, "after spending a week utterly immersed in Nintendo's open-world reimagining of the tried-and-true Zelda formula, it's hard to return to the more formulaic entries of the franchise's past".[133] Journalists commented on unexpected results not intended by the developers, [134][135][136] with serendipitous moments proving popular on social media.[137] Chris Plante of The Verge predicted that whereas prior open-world games tended to feature prescribed challenges, Zelda would influence a new generation of games with open-ended problem-solving.[137] Reviewers lauded the sense of detail and immersion.[138][134] Kotaku recommended turning off UI elements in praise of the indirect cues that contextually indicate the same information, such as Link shivering in the cold or waypoints appearing when using the scope.[138] Reviewers also commented on the unexpected permutations of interactions between Link, villagers, pets, and enemies,[134][135][136] many of which were shared widely on social media.[137] A tribute to former Nintendo president Satoru Iwata, who died during development, also attracted praise.[134][139] Jim Sterling was more criticized the open world and variety of content.[140] Other criticism focused on the unstable frame rate and the low resolution of 900p;[138][134] updates addressed some of these problems.[141][142] Sales Breath of the Wild broke sales records for a Nintendo launch game in multiple regions.[143][144] In Japan, the Switch version becoming the top-selling game released that week.[145] In the UK, Breath of the Wild was the second-bestselling retail game its week of release behind Horizon Zero Dawn, and became the third-bestselling Zelda game behind Wind Waker and Twilight Princess.[146][147] In the United States, Breath of the Wild was the second-bestselling video game during its month of release behind Tom Clancy's Ghost Recon Wildlands. surpassing the Switch's global sales of 2.74 million for the same period.[153] Nintendo president Tatsumi Kimishima said that the attach rate of Breath of the Wild to the Switch was "unprecedented".[154] By March 2019, the game sold 14.27 million copies worldwide, 12.77 on the Switch and 1.61 on the Wil U, making Breath of the Wild the bestselling game in the franchise.[155][156][157] Total sales for the Switch version reached 22.28 million by March 2021.[158] It has sold 1.67 million copies on the Wii U.[159] Awards This section needs expansion with: including more awards, such as adding more GOTY awards. You can help by adding to it. (February 2021) Following its demonstration at E3 2016, Breath of the Wild received several accolades from the Game Critics Awards[160] and from publications such as IGN and Destructoid.[161][162] It was listed among the best games at E3 by Eurogamer,[76] GameSpot,[77] and GamesRadar+.[78][79] In late 2016, Breath of the Wild received two awards at Gamescom,[163] and won the award for Most Anticipated Game at The Game Awards 2016.[164] After its release, Breath of the Wild won multiple awards at The Game Awards 2017, including Game of the Year, Best Game Oirection, and Best Action/Adventure Game, and was nominated for Best Art Direction, Best Score/Music, and Best Audio Design.[165] At the 2018 21st Annual D.I.C.E. Awards, it won Game of the Year among other awards.[166] The review aggregate site Metacritic listed Breath of the Wild as the best video game of the decade's best games.[167] List of awards to The Legend of Zelda: Breath of the Wild Award Date of ceremony Category Result Ref. Game Critics Awards July 5, 2016 Best Action/Adventure Game Won [168] Best Console Game Won Est of Show Won The Game Awards 2016 December 1, 2017 Teen Choice Video Game Nominated [170] Japan Game Awards September 21, 2017 The Grand Award Won [171] BBC Radio 1's Teen Awards October 22, 2017 Best Game Nominated [172] Ping Awards November 17, 2017 Best Audio Won Critics' Choice Award Won Nintendo Game of the Year Won Ultimate Game of the Year Won The Game Awards 2017 December 7, 2017 Game of the Year Won [165] Best Game Direction Nominated Best Action/Adventure Game Won 21st Annual D.I.C.E. Awards February 22, 2018 Game of the Year Won [166] Adventure Game of the Year Won Outstanding Achievement in Art Direction Nominated Outstanding Technical Achievement in Game Direction Won SXSW Gaming Achievement in Game Direct Won Excellence in Design Won Video Game of the Year Won Game Developers Choice Awards March 21, 2018 Best Audio Won [178][179] Best Design Won Innovation Award Nominated Best Visual Art Nominated Best [180][181] Best Game Nominated Game Innovation Won Music Nominated 2018 Teen Choice Awards August 12, 2018 Choice Video Game Nominated [182][183] CEDEC Awards August 12, 2018 Engineering Won [184] Legacy "It's been three long years since The Legend of Zelda: Breath of the Wild rewired the connections inside my brain. It messed me up. In some ways you might say it ruined video games. Other video games. [...] It's not God of War's fault that it's not Breath of the Wild. I spent a good 10 hours playing Red Dead Redemption 2, hoping it was Breath of the Wild, then eventually gave up. No one's fault. Sorry, other video games. You tried, but you weren't Breath of the Wild." Mark Serrels, CNET[185] Shortly after Breath of the Wild's release, journalists and video game industry figures discussed how it would influence future open-world games[186][187][188] and the Zelda series. [189] Benjamin Plich, designer of Assassin's Creed: Unity and For Honor, said that he believed developers would take inspiration from its focus on experimental gameplay, [187] and PC Gamer wrote that the game 's success sparked increased interest in the Wii U emulator Cemu, as the Cemu developers rapidly updated the software to run the game at a steady frame rate within weeks of release.[190][191][192] In September 2020, Nintendo announced Hyrule Warriors: Age of Calamity's story serves as a prequel to Breath of the Wild, set 100 years before. The game was released on November 20, 2020 on the Nintendo Switch. [193][194] Irish novelist John Boyne mistakenly included ingredients from a Breath of the Wild food item in his 2020 novel A Traveler at the Gates of Wisdom. [195][196] Sequel Main article: Untitled The Legend of Zelda: Breath of the Wild sequel An untitled sequel was announced at E3 2019 for the Switch.[197] It was conceived during planning for Breath of the Wild's DLC; the team came up with too many ideas, some of which could not be implemented due to technical constraints, so they decided to use their ideas for a new game. According to Aonuma, the sequel will build atop the original's world with a new story and gameplay elements [198] and is inspired in part by Red Dead Redemption 2.[199] Fujibayashi will reprise his role as director.[200] It was announced at E3 2021 that the game would be released in 2022 and that Link will be able to explore the sky of Hyrule with new mechanics.[201] Nintendo kept the name of the sequel a secret as, according to spokesperson Bill Trinen, "Those subtitles... they start to give little bits of hints about maybe what's going to happen."[202] Explanatory notes ^ Additional work by Monolith Soft ^ Japanese: ゼルダの伝説 ブレス オブ ザ ワイルド, Hepburn: Zeruda no Densetsu: Buresu obu za Wairudo ^ Gerudo, Goron, Hylian, Rito, Sheikah, and Zora races ^ Languages include Dutch, English, French, German, Italian, Japanese, Russian, and Spanish. The Dutch localization is text only and borrows the English voice-over tracks for different regions. ^ The Chinese and Korean localization is text only and borrows the English voice-over by default. ^ Under the maiden name of Manaka Tominaga References ^ Goldfarb, Andrew (June 14, 2016). "E3 2016: Zelda: Breath of the Wild's Open World is 12 Times Bigger than Twilight Princess". IGN. Ziff Davis. Archived from the original on June 14, 2016. A b George, Richard (January 23, 2013). "New HD Zelda Revealed for Wii U". IGN. Ziff Davis. Archived from the original on January 26, 2013. Retrieved June 16, 2014. ^ a b c d Phillips, Tom (January 19, 2017). "The big Zelda: Breath of the Wild interview". Eurogamer. Archived from the original on December 14, 2017. Retrieved May 17, 2018. ^ Gray, Kate (May 30, 2017). "Is The Legend of Zelda: Breath of the Wild the bestdesigned game ever?". The guardian.com. Archived from the original on November 2, 2017. A b c d e f g Brown, Peter (March 2, 2017). 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Retrieved April 4, 2017. 2016). "The Legend of Zelda: Breath of the Wild gets three new Amiibo, here they are". Polygon. Vox Media. Archived from the original on March 8, 2017). "You can unlock Links classic green tunic in The Legend of Zelda: Breath of the Wild". Polygon. Archived from the original on March 8, 2017). "You can unlock Links classic green tunic in The Legend of Zelda: Breath of the Wild". Polygon. Archived from the original on March 8, 2017). 2017. Retrieved March 8, 2017. ^ Arif, Shabana. "The Legend of Zelda: Breath of the Wild Now Has an Official Place in the Series' Timeline... Sort Of". IGN. Retrieved August 6, 2018. ^ Nintendo. The Legend of Zelda: Breath of the Wild. Impa: Hyrule was then blossoming as a highly advanced civilization... the people thought it wise to utilize their technological prowess to ensure the safety of the land should Calamity Ganon ever return. They constructed... the Divine Beasts. They also built a legion of autonomous weapons called guardians. ^ Nintendo. The Legend of Zelda: Breath of the Wild. Impa: The Divine Beasts were piloted by four individuals of exceptional skill from across the land. And thus, the plan to neutralize Ganon was forged... The princess and the hero fought alongside these four Champions against this ancient evil. The Guardians were tasked with protecting the hero, as the Divine Beasts unleashed a furious attack... And when the hero wielding the sword that seals the darkness delivered his final blow, the princess used her sacred power to seal away Calamity Ganon. ^ Nintendo. The Legend of Zelda: Breath of the Wild. Impa: The history of the royal family of Hyrule is also the history of Calamity Canon, a primal evil that has endured over the ages. This evil has been turned back time and time again by a warrior wielding the soul of a hero and a princess who carries the blood of the Goddess. With the passage of time, each conflict with Ganon faded into legend. So listen closely as I tell you of this 'legend' that occurred 10,000 years ago... were the injuries so great as to necessitate such a facility? ^ Nintendo. The Legend of Zelda: Breath of the Wild. Princess Zelda: However, it's apparent that we still have much more to learn. To think, that Divine Beast was actually built by people... ^ Nintendo. The Legend of Zelda: Breath of the Wild. Cado: Our creations came to be viewed as a threat to the kingdom. The Sheikah became outcasts, forced into exile. Some, like us, chose to cast off our technological advances and strove to live normal lives. ^ Nintendo. The Legend of Zelda: Breath of the Wild. King Rhoam: There was also a prophecy. 'The signs of a resurrection of Calamity Ganon are clear, and the power to oppose it lies dormant beneath the ground'. We decided to heed the prophecy and began excavating large areas of land. ^ Nintendo. 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