
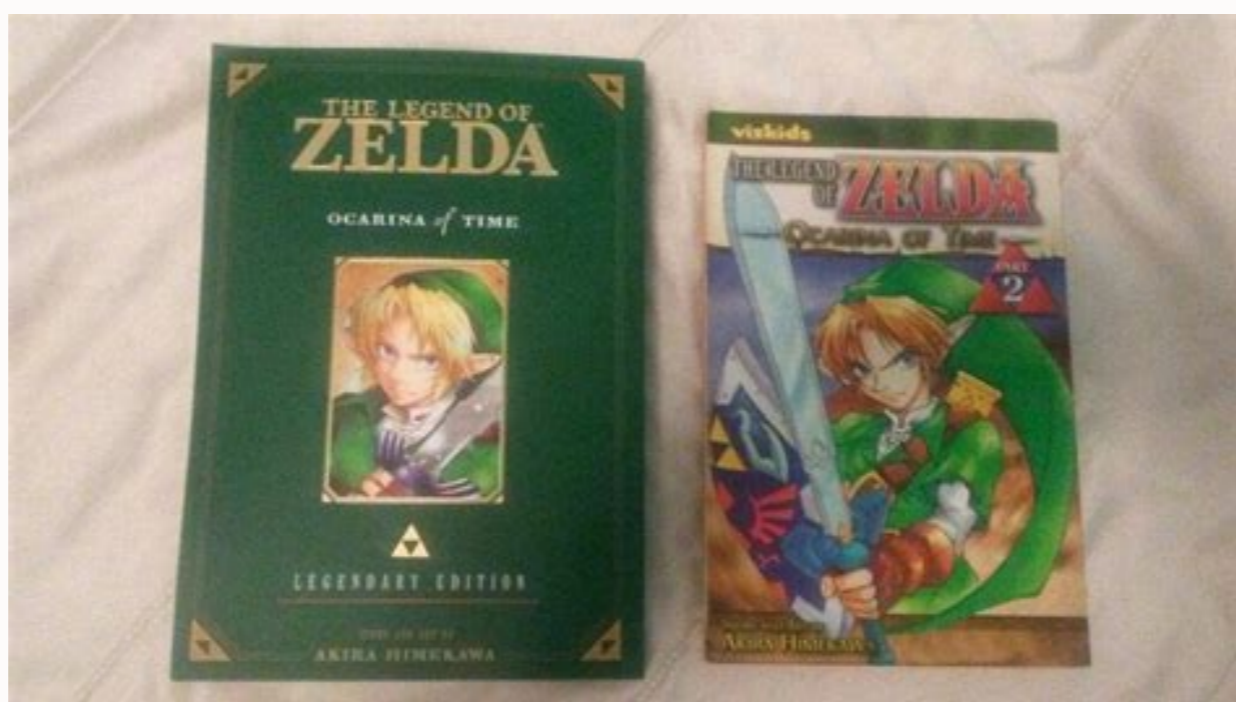


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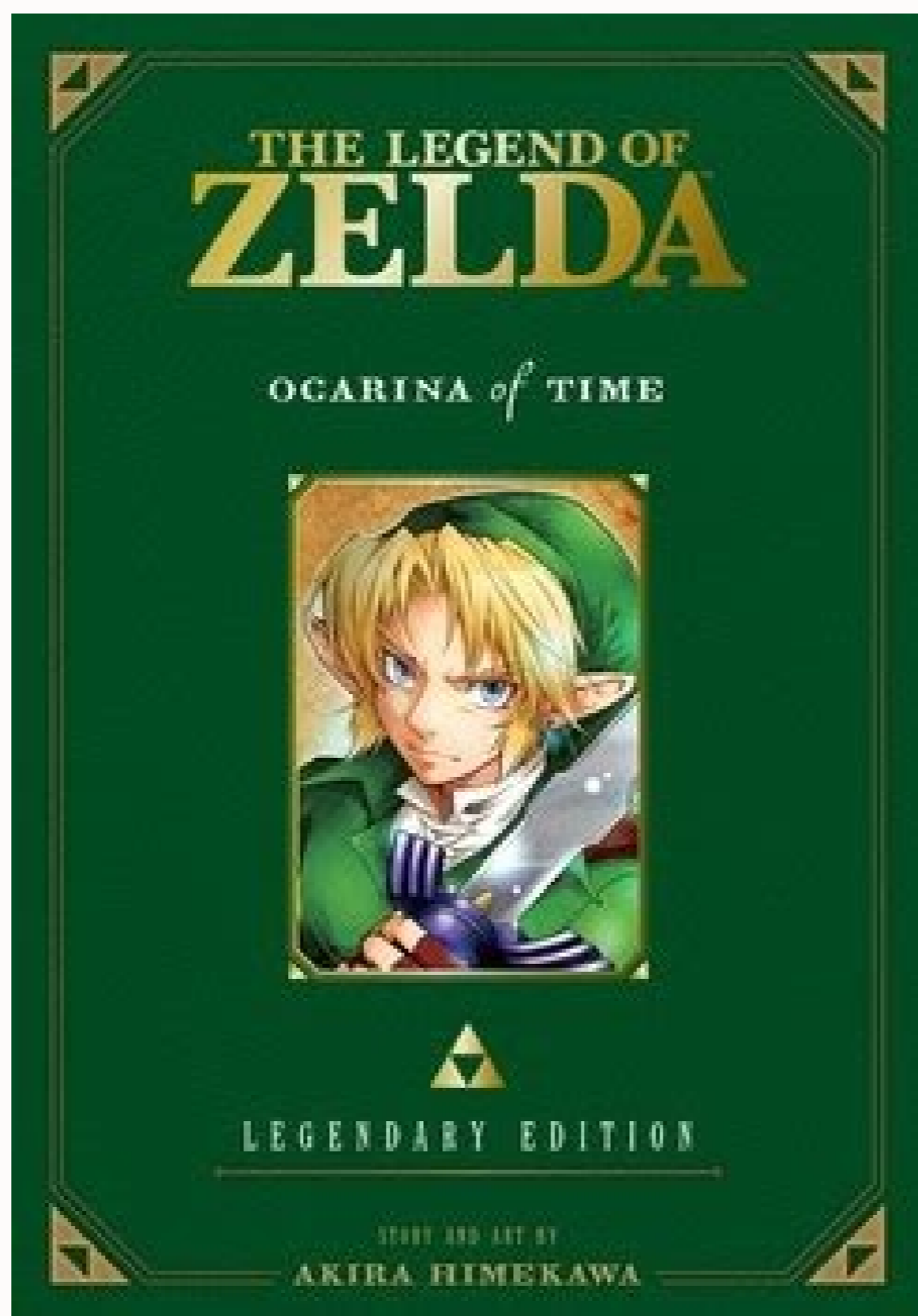
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## Legend of zelda ocarina of time book part 2

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: Majora's Mask. 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 American box artDeveloper(s)NintendoEADPublisher(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 KondoSeries:The Legend of ZeldaPlatform(s)Nintendo 64GameCubeQue PlayerRelease November 21, 1998 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.



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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.



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