

GMXS

» GOING OVERBOARD FOR GAMES!



KAT BROWN LOVES...

FAIRIES



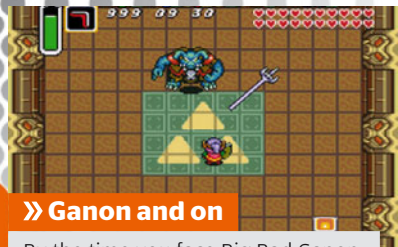
SHARKS



MUSIC

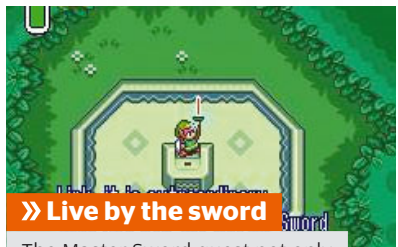


ANIME



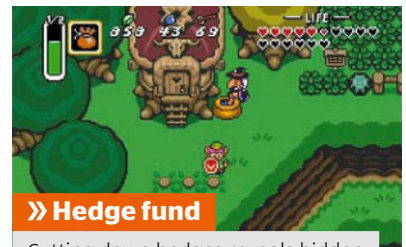
» **Ganon and on**

By the time you face Big Bad Ganon, you're a different person. New armour, magic cloak, does as much for a bloke as a nice shave.



» **Live by the sword**

The Master Sword quest not only incorporates training levels but gives the player a boost of confidence. You'll have to wait for the mastery.



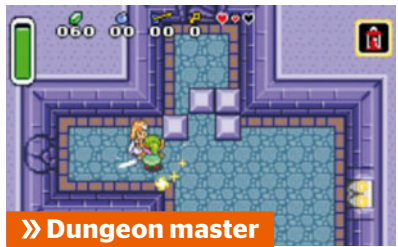
» **Hedge fund**

Cutting down hedges reveals hidden bomb threats as well as rupees. Handily, the witch's potion shop gives you plenty of first aid options.



» **The Dark Side**

Just when you think you've conquered the Light World, you've got to do the same all over again with its rather unkempt Dark twin. Scary.



» **Dungeon master**

You don't have to go into every room in order to clear a dungeon but with hint-filled cracks like this it's too tempting not to.



» **Ice warning**

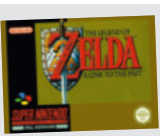
The problem with kids today? They're just not allowed to go up against giant ice lizards like they used to. It's character-building.



BUT SHE'S OBSESSED WITH...

THE LEGEND OF ZELDA: A LINK TO THE PAST

» A link to a bloody good game on the SNES...



» Info
FORMAT SNES, Wii, GBA
PRICE Varies
DEV Nintendo EAD
PUB Nintendo
PLAYERS 1
FULL REVIEW N/A

WHAT IS IT? Link's third outing is the template for all Zelda games. Whether you play the SNES original, or the Wii Virtual Console and GBA ports, this is the ultimate RPG.

Until I was nine, my world was ruled by sharks. I spent hours poring over books and swapping trivia with similarly fanatical friends, or drawing pictures of neatly crayoned giant fish. It was like living in a pack of Top Trumps.

Then in 1991 A Link to the Past happened and I became obsessed with flippers, rather than fins. I'd played other computer games before, but Zelda smugly set up home in my head like a 16-bit cuckoo, throwing out any memories of its predecessors.

I'd spent years playing at quests, potions and good versus evil so I was totally equipped to fall in love with Link's quest. It also put us front and centre. Nintendo took what I already knew from

books and, well, from being nine - that children were inherently more useful than adults - and ingeniously made it into a game. I didn't have a SNES of my own so I spent hours transfixed in front of my friend Annabel's telly watching her play. The girl was an artist; an instinctive gamer who turned Zelda into a cinematic experience, while I willed her on like a silent Navi. I didn't pick up the controller until years later, and then it felt a bit weird to play it solo.

» **Cartoon capers**

A Link to the Past's cartoonish visuals made me fall in love with anime before I knew what that was. Even now, few games can touch it for colour and crispness, not to mention epic gameplay (which included

Your say!
 "Turtle Rock from ALTP has one of my favourite boss fights, Trinexx, plus you get the Mirror Shield and who doesn't love the Mirror Shield?"
Robert Straker, Facebook

abandoning the sidescrolling perspective of the previous Zelda game for an overhead viewpoint), and I adored the characters, the terror of the Dark World, even the magic hammer for no better reason than that it made a nice little "thwock thwock" sound when you bashed stakes. And the music! While the fairies' theme was as comforting as a bag of pick 'n' mix, the dungeons felt genuinely threatening. I can't be the only one to have spent a small fortune on tickets for the 25th anniversary concert coming up in October...

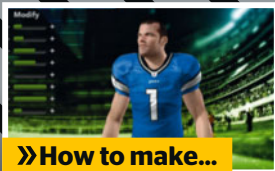
The downside was that I became so imprinted on Zelda's top-down gameplay

“ A DEFINING POINT FOR NINTENDO, FORMING THE TEMPLATE FOR EVERY ZELDA GAME SINCE ”



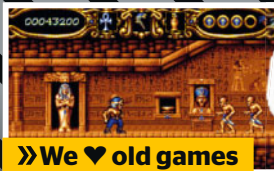
» The best...

...Mortal Kombat Tower Challenge stages made easy for you. **p102**



» How to make...

...three celebrities for use in the NFL. Politics meets Grid Iron. **p103**



» We ♥ old games

Games in which you could time-travel this issue. TimeSplitters? In! **p104**



» The Time Machine

The ColecoVision goes under Leigh's retro microscope. **p106**



FAQ

Q. Are the hieroglyphs translated by the Book of Mudora Egyptian?

A - In the Japanese game, yes. The English version removed references to religion turning the hieroglyphs into nonsense.

“Quoted!”

Zelda's words of wisdom...



I know you are doing your best, but please hurry...

I appreciate your coming so far to rescue me.

We are going to break the barrier of Ganon's Tower with our power.

» Maiden voyage

You first rescue Zelda early on in again, but would that it were that simple. There's still seven maidens trapped in crystals to go.

» Ledge of reality

Falling off ledges is Link's free running. Whether you'll find a secret entrance, or just die, depends.

that I stuck firmly to the SNES, Game Boy and GBA titles. I missed out on the entire N64 and Wii canon because I found first-person Link deeply confusing. It's only now that I'm getting into it, with the equally remarkable Ocarina of Time on the 3DS.

» Past misdemeanours

A Link To The Past is a defining point for Nintendo, forming the template for every Zelda game since. More than that, it is for me, as a gamer. It opened my eyes to more than books and films, and it also defines my longest friendship. Annabel and I are having a Nintendo-themed 30th next year. No prizes for guessing who we'll be dressed as... **KAT BROWN GM**

» Dark side of the moon

Without the Moon Pearl, the Dark World turns you into a reflection of Link's true self. A bunny. Er...

A LINK TO THE PAST

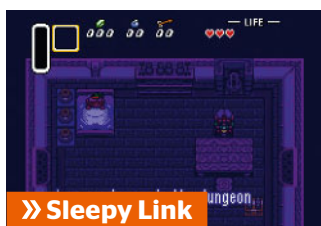
» TRY THIS...

✓ A SPOT OF LAWN MOWING

✓ TALKING TO STRANGERS

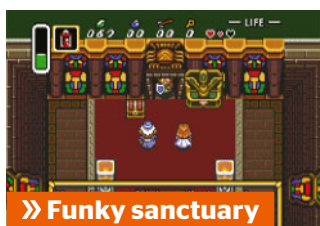
✓ USING UNDERAGE WEAPONRY

✗ HIDING IN YOUR BEDROOM SULKING



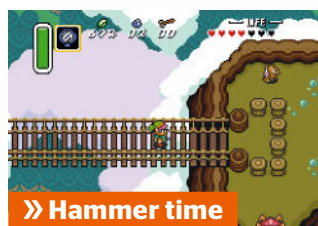
» Sleepy Link

Link starting the game asleep is a time-honoured Zelda trope.



» Funky sanctuary

The Sanctuary's graphics stand out in a visually mouthwatering game.



» Hammer time

Stuck on Death Mountain? Time to thwack some stakes with the hammer.