

Hyrule Warriors

The game begins and you hear the iconic Legend of Zelda theme. When you hear that, you just know that you are in for an epic treat! The menu is straightforward and very easy to locate your desired mode. They have several game play modes, the two main ones being Legend Mode and Adventure Mode. Legend Mode allows you to play through the story. Without revealing too much, you take on the role of one of the fighters and try to protect Hyrule from a mysterious individual. The first character you play is Link, and you quickly unlock other iconic characters. The story is good, you even get a spoken narration in between each mission in the story. However, if you are not into that, you can skip if you so choose. There are a few maps that bring you to several of your favorite versions of Hyrule, namely Ocarina of Time, Twilight Princess, and Skyward Sword. Playing through the Legend Mode exposes you to fantastic music, wonderful memories, and the ability to unlock all but four characters.

Adventure Mode is another treat. When you load up that menu, you are exposed to the entire map from the Legend of Zelda (LoZ) on the NES. You are able to select one square at first, and depending on how well you do, you unlock other squares, or areas, to visit. Each map is a selection from some of the stages you play in Legend Mode. Each of these maps give you a specific objective for you to complete. This may be as simple as dispatching a few enemies in a certain amount of time or as difficult as making you defeat enemy generals while it takes one hit to defeat you. When you complete the challenge, you are graded from C (lowest) to A (highest) and have the chance to get different items that help you during your quest. These prizes are reminiscent of some of the items in the the original LoZ, such as a compass (to help you see secrets), candles (burning bushes), and bombs (blowing things up). Of course there are more, but I'll leave that up to you to discover. ;)

Those who are familiar with the Dynasty Warriors games will know that you can change weapons and utilize different strengths and weaknesses. It presents a nice change. However, each weapon will be the same type. For example, Link's Sword and Shield weapon will always be a light element.

Hyrule Warriors also has a badge system where you can take materials found by defeating tough monsters. These materials help to upgrade your character with longer chain moves, to give higher damage with items found throughout the game, and to improve your defense against different elements. If you have an excess of these materials and you can't upgrade your character with them, you can use them in the Apothecary to give you a boost for different stats. More Apothecary recipes can be unlocked through finding Golden Skulltulas (you will be reminded of that scratching when you find one). If you have a lot of weapons with good skills, you can combine them with stronger weapons to imbue the stronger one with better skills in exchange for Rupees. If you don't have anything to do with the copious amounts Rupees that you will receive, you can use the Training Dojo to level up your lower characters without fighting too much. However, you are unable to level them up past your highest character. Which is fair.

The game's soundtrack is amazing, throwing back nods to past games' music while adding in a little rock flair. I have found myself listening to this while I work, as well as listening to it while writing this review! They did a great job on this soundtrack.

Music – 12.5

I know I didn't say too much about the music, but that is because I don't know how to articulate my thoughts on this. I will say this though, the throwback to previous songs reminded me of the good times I had while playing the previous games.

Story – 10

The story mode is good, but I think the lack of voice overs in the game kind of cost a few fractions of the points. This is also a story that has been told many times previously. It's good, but not that epic story that was LoZ: Ocarina of Time.

Game play – 11

This game is very simple. It is a game where you can slash through hordes of enemies and have an empty mind while doing it. It does introduce a few strategic points, but very minimal. You will have to prioritize your time, and you almost have to choose who you want to lose. (I personally ignore no-names.)

Family Friendliness – 9

This game is good in terms of co-operation. You have the option to play with another person. This is great because you don't have to share the TV. One person will play the game on the GamePad, and another will play on the TV. That is great! It isn't incredibly violent that you need to send little ones out of the room while you play during battles. The major reason why this got a lower score in this category is because of the design of one character. Her name is Cia. Her costume is pretty revealing in that her dress shows a lot of cleavage and skin. This is the only reason The Wife sighed with disapproval.

Total – 42.5

This game is a good one, and I recommend it to LoZ and Dynasty Warrior fans alike. My wife does enjoy the game, but the only thing she does not like is the costume of Cia. She has a blast while playing it and even sneaks in a session while I'm off at work.

That is my review of the game. Let me know in the comments what thoughts you had while playing this game. I'd love to hear your experiences. And remember, don't be a troll.