



The Legend of Zelda: Breath of the Wild

Play Journal Entries

**Stagger** Lanayru79

03/26/2017 10:23 AM



350 hours well spent. Having concluded the major operations in my Switch playthrough of BotW, I felt the need to open my copy of it on WiiU to talk about the experience a bit. If I feel like I'm treading towards spoilers in the comments, I'll mark them.

Formalities here: I found all 120 Shrines. I only found 732 Korok Seeds. Apparently I've still got a lot of work to do on that front. Other games

 Yeah! 35  100 

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**Stagger** 03/26/2017 12:43 PM




Not anytime soon Jayse. There was a certain sequence late in the finale that I have no idea how one would tackle w/out gear of high caliber. I also have a number of other gaming projects to attend to.

Hyrule Castle, btw, is so incredible. Just awesome ... I'm just going to meander and appreciate today, try to have all armor maxed out. Hunting Seeds is rough. I was very thorough, but I've heard

 + Yeah! 1 **Stagger** 03/26/2017 12:47 PM

from sissified guide using coworkers that weather and time of day are a factor on some of them.

My favorite regions to explore were the Hebra mountains and Akkala. They all excelled, excepting one that really let me down, but I don't want to spoil.

 + Yeah! 3 **Knight** 03/26/2017 1:05 PM

100 Years of Notifications.

It really cool seeing the different orders people can go the game. I wanted to go to the Gorons first, but would burst into flames from the heat then Prince Dixon caught my attention so my order is Zora, Goron, Rito and I just now made it to Gerudo Dessert.

No regrets on that order, in fact I'm glad it turned out that way.



Knight 03/26/2017 1:09 PM

Taking on Vah Ruta with Sidon was a absolute blast and it took a minute to figure out the mechanics of the Divine Beast, but eventually got it.

There aren't really 900 Korok seeds out there....Right?



Nintendoer 03/26/2017 1:57 PM

Weather and time of day? Darn...I haven't found any like that. I may need some help in getting all of them...

Which may or may not come in the form of the "new map feature" released in DLC pack 1. That's my guess, anyway...what are your thoughts on that?

And if I'm wrong, I'll need to come up with some creative way of finding them that doesn't involve flat-out looking at a guide or map. =P



Stagger 03/26/2017 2:05 PM

That would be cool Nintenbroer, provided it's just a checklist of how many are absent in an area.

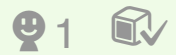
So I think a Korok Seed find counts for .1% of an uptick Hero. I'm at 734 Seeds and 86.26%. Obviously that .04 is something else, a named location might count as .24 or something. I dunno. Presuming I've only missed one (ha!) I'd be 135 Seeds away. I'll monitor this math from here on out and update.



Stagger 03/26/2017 3:21 PM

Ah, update ... after aimlessly rafting for two chests that were submerged just deep enough to thwart a more expedited Cryonis recovery, I stumbled

onto a Korok on a cliffside. Hunting a certain creature's materials for armor upgrading ... anyway, .09% was my uptick this time. It's possible I have no finds left in the location category, merely Seeds. .095 goes into 13.65 a shade under 144 times.



Rau 03/26/2017 5:20 PM

Just thought I'd chime in, I really do think this game is fantastic, It makes me so happy. That being said I love to criticize. I have so much to say. I have now been told that Ganon is fairly de-characterized by a friend (I haven't gotten there yet). On that note I just want to say that I spent a long time arguing saying Ganon was going to be hurt thanks to the narrative SS gave us.



Rau 03/26/2017 5:24 PM

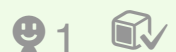
And depending on how far this game will take it, I think it will continuously deepen my dislike for SS. This has been nagging on me for quite a while now. My inflated ego is commanding me to scream "I told you so!", but because that would be uncouth, and nobody here deserves my pointed index, I will settle for a lament. Happy that perhaps, having read this post, I'm not entirely alone.



Stagger 03/26/2017 5:39 PM

Decharacterized, heh ... mildly put. But it's like an eon removed from the other 18 games. 10,100 years plus however long it is between the existing timeline and Sheikah technological ascendance ... you foreseeing Nintendo over toasting their bread and butter LoZ villain after Demise doesn't necessarily mean they had to do so btw Rau. ;)

.8% the next find btw. Diminishing returns eh?





Blake 03/26/2017 7:57 PM ·Spoilers

Was there anything that confirmed that the battle with Ganon 10,000 years ago actually took place after the other games?

Master Kogha is the only villain with personality in the game. And even then, he's less of villain and more of a "bad guy."

+ Yeah!

2



Blake 03/26/2017 8:02 PM

For those of us that still need specific spoiler warnings, the above comment slightly references the lore of the game and a certain boss (singular) in Gerudo Valley.

+ Yeah!

0



Stagger 03/26/2017 8:09 PM

The fact that the angels, err Sheikah, built and harnessed machines to seal a beast version of Ganon seems to post-date most of the timeline action br'er Blake. I suppose there is a conceivable span between TFH and LoZ where that could have occurred. *shrug* Given the names of various areas, I almost feel like the Sheikah managed to unify the timelines somehow too.
:p

+ Yeah!

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Blake 03/26/2017 8:12 PM ·Spoilers

Watch the first memory closely.

+ Yeah!

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Blake 03/26/2017 8:12 PM

Err, that is if you want a hint on timeline location.

+ Yeah!

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Stagger 03/26/2017 8:21 PM



Yeah, go ahead and espouse what you intend Blake.

+ Yeah!

0



Brandon 03/26/2017 8:32 PM ·Spoilers

The prevailing theory is Child timeline at least 10,100 years after FSA. Location names seem to be fan service only. Although, there is evidence of a great flood.

I like how removed it is. Being a self contained game that is really only affected by the curse of Demise. Which is also the first time the curse is mentioned outside of SS.

+ Yeah!

2



Brandon 03/26/2017 8:34 PM ·Spoilers

I also loved what they did with Ganon this time around. I didn't need more villain character development. I needed something that was going to be legitimately terrifying to take on and that presented a looming threat the entire game. Calamity Ganon achieved that purpose.

+ Yeah!

1



Brandon 03/26/2017 8:36 PM ·Spoilers

I guess Ganon's last appearance in LBW had a similar feeling to BotW seeing as how you see him once before Yuga merges with him and Ganon is just kind of there being evil.

+ Yeah!

1



Stagger 03/26/2017 8:40 PM

I'm not so resolved on the fan service thing Weave. I think it is quite possible the timelines were unified in the intermission through events I'd love to play through. A Hyrule inhabited by both Rito and Zora needs a bit better explanation than fan service to me, let alone the naming thing. I agree a developed villain wasn't needed though.

Out w/ it Blake! What's this telling indication?

 + Yeah!

 2 



Brandon 03/26/2017 8:47 PM

The timeline was unified...in Tri Force Heroes of course! Three Links, three timelines! What more proof do you need?

Actually, I'm beginning to formulate a theory as to why Rito and Zora would appear at the same time. We know that a flood takes place sometime before BotW. Could it be possible that some of the Zora chose to take to the air while others stayed in the seas?

 + Yeah!

 3



Brandon 03/26/2017 8:48 PM

Although why would they bother leaving the seas if they could survive in them. That doesn't make sense either.

 + Yeah!

 1



Blake 03/26/2017 8:58 PM ·Spoilers

Sorry, I took a shower.

"Whether Skyward bound, adrift in Time, or stooped in the glowing embers of Twilight, the sword is forever bound to the soul of the hero." -Princess Zelda, Memory One

That doesn't leave much to debate. There's also some quote by Aounuma that makes a convergence unlikely. I'll see if I can find it.

 + Yeah!

 1 



Jayse 03/26/2017 9:08 PM ·Spoilers

I've heard that quote is different in other translations Blake. Apparently in German Zelda references Wind Waker instead of Twilight Princess. I don't know about other languages though, and the German thing I just read about online, I can't speak for it firsthand.

I like the idea of the timelines being unified somehow. Even though it doesn't make much sense, it makes the most sense to me.

 Yeah!

 2



Nintendoer 03/26/2017 9:08 PM ·Spoilers

The location names struck me as nothing more than a large number of references from the very beginning, and I still believe that. If not, then how would you explain locations named after characters and places from other worlds (Mikau/Lulu/Toto Lake, the chain of PH islands in the Lanayru region), and even an island that didn't truly exist (Koholit Rock, Tal Tal Peak, Ukuku Plains, Ulria Grotto)?

 Yeah!

 6



Blake 03/26/2017 9:08 PM

"I wouldn't say that it obviously fits into any one part of the timeline, but if you play the game, you'll be able to work out where it fits."

Hm. Perhaps that quote does allow for a convergence, although I don't think that's what Aonuma was implying.

 Yeah!

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Nintendoer 03/26/2017 9:11 PM

As for the rest, I'm still unqualified to debate. I'll get back to you on that once I finish the game. =P

 Yeah♥


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Stagger 03/26/2017 9:11 PM

So why is Wolf Link summoned from another plane of existence rather than the past? :p In all seriousness, good point.

 Yeah!

 2 

Stagger 03/26/2017 9:14 PM



Heh, because Nintendoer, the Sheikah brought all of the Links together for a conference, and they discussed their experiences. Then advisers to royalty asked for some zoning exceptions to reflect those.

+ Yeah!

4



Blake 03/26/2017 9:17 PM

I don't think that the amiibo are canon. For starters, they can be turned off completely. There's also no spot for amiibo weapons in the Hyrule Compendium.

+ Yeah!

1



Stagger 03/26/2017 10:53 PM

sigh There is no way I'll be able to start ME:A and HZD w/ a clear head if I don't reach 100%. Besides, wandering freely, I've completely fallen back under BotW's sway today. The ending kind of let me down last night ...

87.09%. Between .08 and .09 per Seed - just accidentally got on top of a rolling boulder headed for a Korok hollow. Very comical. Name a better battle music than this btw.

+ Yeah!

1



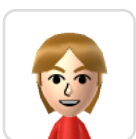
Knight 03/26/2017 11:37 PM

I think Brandon could be onto something about the Rito. There are 2 classes of Zora- River and Sea, so its easy to say the race has a 3rd branch.

Yea, they changed into in the Rito because of the Great Flood in the Adult, but any major event could cause some of the Zora's to become Rito, for example, that thing that happened 10, 000 years ago.

+ Yeah!

2



Knight 03/26/2017 11:37 PM

I haven't completed the getting it so this is all still a work in progress

+ Yeah!

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Christian 03/27/2017 1:30 AM

So as not to break tradition, I've arrived several posts in, and will now try to briefly comment on "everything":

Can't say I disagree with a single point of yours Stag, save for the Divine Beasts' (but not the Blights') distinctiveness, same as ND.

I think I read 930 Koroks. 936? 906?

Kass is awesome. Accordion is an instrument that wells up a lot of emotion in me. When the main theme was



Christian 03/27/2017 1:35 AM

represented through one of his riddles? Man! Hit me real good. Anyone else feel likewise about accordion?

I shared the same race order as you, Stag. It similarly felt "the best" to me as well. ;)

Steppe Talus theme. Beauty. Also bl°ody hard to play on piano, so I can't touch it.



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Christian 03/27/2017 1:49 AM

"fan service" references to be found in the place names, but what about the music? Two I've found are:

1) The Level 9, A.K.A. Death Mountain theme, from the NES original

making a reappearance, and

2a) The main chords of the Shrine theme being close to the chords of ALttP's Dark World dungeon theme, and 2b) The bagpipes playing TLoZ's recorder/whistle tune (or, if you prefer, OoT's title theme.)

 + Yeah!

 2 



Christian 03/27/2017 2:14 AM

There are also various resurgences of Zelda's Lullaby and the LoZ Main Theme hidden and sprinkled about.

 + Yeah!

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Christian 03/27/2017 10:43 AM

Uh-oh. Admins. Maybe my claim will bring it back, but all I said was I was going to be looking at all the languages of Zelda's quote from memory #1. To aid in timeline theorizing if applicable.

Spanish (Spain):

"Whether ploughing the skies, travelling through time or bathed by the Twilight..."

Spanish (Latino):

"Whether sailing the skies, adrift in time, or sunken in the embers of twilight..."

 + Yeah!

 1 



Stagger 03/27/2017 11:12 AM

Nintendoer has been to Gerudo Town, so it's fair to mention I remember an LttP Triforce chamber theme variant somewhere during that experience. Of course if you ride the horse long enough ... anyway, the Death Mountain song really tickled me, and the brass Goron tune managed to feel old and new all at once. Really fun. I'm also happily surprised Gerudo Valley was not reused. The Rito Village song,



Stagger 03/27/2017 11:15 AM

what's going on there? Can't say much about that just yet and avoid spoiling, but once 'doer gets there, can't wait for his reaction ... the Castle, well, heh.

Christiano, my problem w/ the Beasts is twofold. Visually, very similar innards, and capabilities, Link has them all for each. They mustered variety in mood, music and puzzling, but it goes back to NES days dungeoning for me in those ways.



Christian 03/27/2017 11:24 AM

Italian:

"Across the skies, the folds of time or the shadow of twilight..."

French (France):

"Across the celestial lands, beyond the limbo of time and the darkness of twilight..."

*An interestingly different way to reference Skyward.

French (Canada) I'm having trouble finding. Not likely to differ much from the other French.

Russian:

"Neither time... Nor gloom... Neither in heaven nor on



Christian 03/27/2017 11:28 AM

earth..."

*Russian seems to be having fun. They completely changed the structure of Zelda's commendation, and reordered the references. It should be noted that in all the previous languages, skies is synonymous with heaven. Most of the world's languages treat the two the same, with English seemingly being the odd one out.

Finally, let me look at this crazy German that apparently went off-script:



Christian 03/27/2017 11:36 AM

German:

"Whether you fly through the air, walking through time or entering the shadows..."

You heard it here first, folks. It was just a rumor. I'm not surprised, as in this profession, a script change like that could lose you your job. Nintendo's policies on translation are very strict, and translators are urged to never change something's meaning nor add new content altogether across barriers.



Blake 03/27/2017 11:37 AM

The German translation has done some weird stuff in the past.

But wow! I'm impressed. Thanks for that, Christian.



Christian 03/27/2017 11:40 AM

Your gripes are fair, Suttagaa. But the Divine Beasts are one of if not my favorite part of the Breath of the Wild experience.

I'll be looking for that back in Gerudo Valley. As for Rito Village, my mind wasn't BLOWN, but hey, I smiled. :) Better than the Magmoor Caverns

reference, hyuk hyuk... ;)

+ Yeah!

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Christian 03/27/2017 11:43 AM

Welcome, Blake. Nothing to it. This is my sort of thing, ya dig?

+ Yeah♥

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Christian 03/27/2017 11:45 AM

Oh, and you must be talking about Mr. Moyse's "creative liberties" in the German Link's Awakening script. Yep. That was an ordeal.

+ Yeah♥

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Blake 03/27/2017 12:03 PM

There's also a reference to Pokémon in German OoT, and Phantom Ganon was banished to Hades and not the gap between dimensions. That's all I know off the top of my head.

+ Yeah!

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Christian 03/27/2017 12:18 PM

And don't look up the German name for Twinrova.

+ Yeah♥

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Stagger 03/27/2017 12:35 PM

SexyHexy!

This inventory system sometimes ... I just tossed an unused Royal Broadsword +23 because I found one +24 and didn't want to dispose of any of the other 18 weapons I never use. ./ They really kill the ideal collector in me w/ this stuff.

Pouring through some of areas I went to earliest when I wasn't hip to every Korok trick yet, bearing fruit here and there ...

+ Yeah!

 2 



Rau 03/27/2017 12:46 PM

Totally agree on the inventory system. Durability is a win lose in this game. Tge system just breaks immersion like crazy. I still haven't broken the rusty broadsword from the great plateau outside the temple of time

My reasoning was, that's the mastersword. Now I keep it to spite myself. And because it's my first weapon. Ganon will feel its sting!

+ Yeah!

3



Brandon 03/27/2017 1:02 PM ·Spoilers

I learned to not be attached to my weapons at about hour 2. Although, can the Hylian Shield break? I assume so seeing as how it can be dropped.

+ Yeah!

2



Stagger 03/27/2017 1:12 PM

Classic Rau! Where's that little imp who hokd on to my stuff from Demon's Souls when I need him?

I would assume so Brandon, and bet that the chest it is found in reappears if it is left behind or destroyed. I never use mine.

+ Yeah!

2



Jayse 03/27/2017 1:26 PM

Good work Christian! Good to know that the German thing wasn't actually true. Do you have the line in Russian handy? I'd like to take a look at it if you do.

+ Yeah!

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Brandon 03/27/2017 1:31 PM

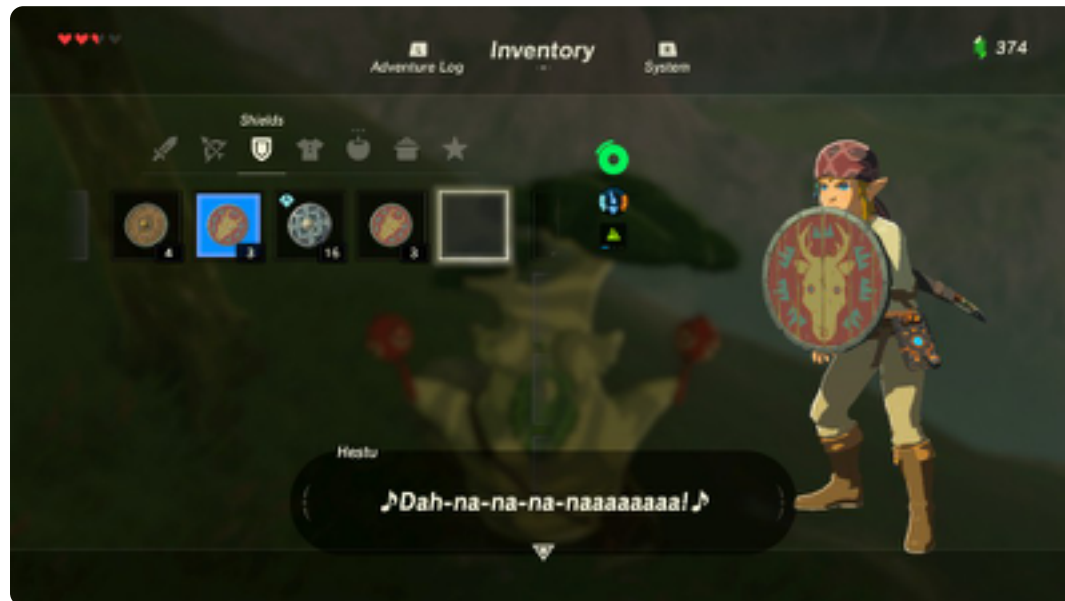
You would think it would be like Skyward, where it's a special item not ment to break. Although, in Ocarina it was Like Like fodder. It didn't get it's status as "the shield" until Twilight Princess.



Blake 03/27/2017 1:38 PM

I think that weapon durability is one of the reasons BotW is so good. Items are continuously cycled through, which allows almost every item in the game to be used. In the end, it builds the experience.

But I hope that it doesn't come back in later titles, or at least more unbreakable items and/or higher durability is present.



Stagger 03/27/2017 1:50 PM

The concept is outstanding from a gameplay perspective Blake. I'd play empty handed and just beat the opposition w/ whatever was in their camp ... were it not for the ideal collector in nearly every LoZ fan. Rau's point is very salient too. Once you have a grip on the game, the triage process is a complete immersion killer.



Christian 03/27/2017 2:08 PM

Of course, Jayse. I knew you spoke Russian, so please, take a look for accuracy:

Ни время... Ни сумрак... Ни на небе, ни на земле...

AlanSimer017 of YooToob also has uploaded a video of all the Russian memories, so you can hear them spoken.



Jayse 03/27/2017 2:13 PM

Excellent! I'll look up those videos later today/tonight. Your translation was completely accurate, but I would imagine that the line would make more sense with more context.



Jayse 03/27/2017 2:29 PM

Okay, I half lied. :p I just listened to that line. Zelda says that neither time nor twilight, neither in the sky nor on the earth... nothing can break the bonds that bind the highest sword and the spirit of the hero.

Going from English to Russian, I'd say that's a pretty good translation. Russian sentence structure is pretty different than English sentence structure, so I don't find the



Jayse 03/27/2017 2:30 PM

restructuring of the sentence to be unusual. The reordering of the game references is weird though. I have no idea why they did that.

Anyways, this is coming from someone who does not translate professionally, so take it for what it's worth. :p



Stagger 03/27/2017 2:44 PM

I really want to discuss the other project I'm on about aside from Seeds (752 I think, nearing 88%), but I'm not sure how much of it Nintendoer is aware of just yet, so nearly 90 comments deep, I'll have my first spoiler tag here. For others and possibly the android, it concerns armor upgrades and certain things that must be hunted for them.

 + Yeah!


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Stagger 03/27/2017 2:47 PM ·Spoilers

I'm of course referring to the awe inspiring experience of stalking the three benevolent dragons. I'm sure 'doer has seen them and used their scales for Shrine stuff, but given Naydra requires a sweet extra step in the freezing cold, one that I did before even heading to Hateno Research, and Dinraal is possibly outside his exploration range thus far, better safe than sorry here.

First off, I love

 + Yeah!

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Stagger 03/27/2017 2:50 PM ·Spoilers

that they have four specific targets for drops. I further enjoyed learning their flight patterns. I'm fastidious about making sure there is one extra of each item in my inventory before upgrading, and the armor I'm finishing that requires all of their pieces would be a spoiler to everyone present I'm pretty sure, so ...

Anyway, Star Fragments will keep me busy forever due to the amiibo armor sets


 + Yeah!

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Stagger 03/27/2017 2:54 PM ·Spoilers

requiring one at all four junctures and most of the Gerudo gem accessories needing two to max as well. Otherwise, I think I'm just a Mulduga and three Lynels from all armor maxed. Fun project! I tend to spend most of my time in the Sheik, Beast or Climbing gear. Kind of hate that Grante counterfeits those tough to find ones once Tarrey Town is complete, but I get the dye job desires ...

 + Yeah!

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Stagger 03/27/2017 2:58 PM

Again, there may be spoilers there relevant to everyone here. Not sure who

has finished Hudson's side quest, so tread carefully ... lunch break. I actually have to work a good bit this week, a first since Switch launch. I think I'll start Andromeda on Friday, regardless of my Korok count. That missing side quest is bugging me brutally though ...

 + Yeah ♥

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Christian 03/27/2017 4:56 PM

Thank you, Jayse. You offered much more insight into the Russian language than I ever could.

 + Yeah!

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Nintendoer 03/27/2017 6:42 PM ·Spoilers

Don't worry, I went to Hyrule Castle for the memory (and just the memory; I skedaddled immediately afterwards), and I accidentally heard the Rito Village theme when my sister visited it on her game (the Dragon Roost Island music just pierced right through the earphones I was wearing...and I immediately removed them to hear more =P).

 + Yeah!

 3



Nintendoer 03/27/2017 6:46 PM

As for the weapon durability, they do slow down the progression of the game, but that's just a minor complaint I have in a sea of compliments. I'm kinda stocked on nothing but powerful, 50+ attack one-handed weapons and elemental rods at the moment thanks to my thorough, Korok-hunting level of exploration, but I have a feeling things are a lot more balanced when playing the game "normally".

 + Yeah!



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Stagger 03/27/2017 6:48 PM

Good 'doer, glad no spoilage there ... I did the same to get the memory, heh. It's like Dragon Roost w/ other elements mixed in, maybe Ballad of the Goddess and WW main title? It has movements, very stellar piece ...

 + Yeah!

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Nintendoer 03/27/2017 6:51 PM ·Spoilers

I read your first two spoiled comments, but restrained myself from reading the third due to the warning given. I have seen all three dragons, I have shot them in various locations to get four different material types from each, and I have already surmised which set requires them all based on the materials required to upgrade the Champion's Tunic. No spoilers on how to get the remainder of the...

+ Yeah!

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Nintendoer 03/27/2017 6:51 PM

...set, of course, but I have my suspicions. =P

+ Yeah!

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Stagger 03/27/2017 6:52 PM

You don't like having a balance of all three weapon types eh? Just a storage locker bigger than the one we got, w/ a severe drawback to withdrawal of those weapons once stored and mainly for collecting purposes, would have made me very happy. Nothing compared to how annoying the HW weapon system is to me ...

+ Yeah!

0



Nintendoer 03/27/2017 6:55 PM ·Spoilers

I have a Savage Lynel Crusher for sneak-attacking silver foes, but other than that...no. I pick up and use a polearm every now and then, but they still pale in comparison to the might of a strengthened Royal Broadsword.

+ Yeah!

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Nintendoer 03/27/2017 6:58 PM ·Spoilers

And to me, registering the weapons in the Compendium satisfies my collection needs. I'm still bummed I missed out on getting my own pic of the tier 1 Lynel Crusher and spear (as far as I know, anyway), but oh well...

+ Yeah!

1



Stagger 03/27/2017 7:01 PM

So efficient. :p I enjoy spearing things from above. Also, when I'm lazy, the speed and range is nice. I must have some kind of boomerang at all times. I like having a mining tool, Boulder Breaker of course. The disarming factor of two handed weapons is fun too. But yes, Link is still at his most versatile and deadly w/ a sword in one hand and a shield in the other.

Btw, sneak attacks are so fun.

Yeah!

1



Blake 03/27/2017 7:06 PM ·Spoilers

But long sword spins decimate every enemy except Lynels... (And even then they're not entirely useless.)

Screenshot for color. I'm the only person that can do that. I feel special.



Yeah ♥

3



Stagger 03/27/2017 8:21 PM

Heh, I pretty much wipe out half of a Silver Lynel before it moves, stunning them from the air and using precisely the tactic Blake is referring to there. I already miss the initial challenge presented by each of the four overworld boss types. Lynels were so exhilarating. Hinoxes were really fun.

That feeling when you explore an entire series of seemingly meaningless cliffs and finally find the



Stagger 03/27/2017 8:23 PM

lone stone w/ a Korok hiding beneath it ... cursing the last ten minutes of your life replaced by jubilation. :) 754, slowed down a bunch finding that last side quest ... I'll yap on my previous post if I feel compelled. Around word, I hope to maybe make 90% before Friday.

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Use of Miiverse



Details about Miiverse

