

Nintendo Gateway 64 - Executive Summary

Game Title:	The Legend of Zelda®: Ocarina of Time™
Manufacturer:	Nintendo
Trademark Information:	™, ®, and the "N" Logo are trademarks of Nintendo of America Inc.
Game Category:	3-D Adventure/RPG

Game Description

This latest 3D installment in the Zelda series explores the mythology of Hyrule in great detail allowing players to take control of Link in two different stages in his life, an inexperienced child and a champion of his people. Classic friends and foes from previous games make the transition to the Nintendo 64 with astonishing results; look for spellbinding 3-D renditions of the venomous Ghoma, the sword-wielding Stalfos Knights and the vile dark Ganon. New characters and sub-plots give this story remarkable depth and charm. New items await Link's discovery including a slingshot, wooden staff and beautifully rendered stallion, which allows Link to traverse large areas with amazing grace and speed. With unparalleled graphic brilliance, irresistible characters of legendary stature, and the master storytelling of Mr. Miyamoto, The Legend of Zelda: Ocarina of Time is destined to become one of the best-loved games of all time.

Controller Functions

Control Stick:	Move Link/Horse
Control Pad:	Not used
A Button:	Climb, grab, dive
B Button:	Swing sword, spin attack
Z Button:	Z-Targeting, look forward
L Button:	Map on/off
R Button:	Raise shield
Up C Button:	Change viewpoint, talk to Navi
Down C Button:	Use item
Right C Button:	Use item
Left C Button:	Use item
Start:	Pause

