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## The legend of zelda breath of the wild game guide

Our full step-by-step guide to the massive Nintendo Switch and Wii U adventure. zelda: Breath of the Wild is the Wii U's Swans and Switch key launch game, making it Nintendo's most important game in years. It's also quite different, with a more open and free roaming structure and much less handholding, but still has tons of side effects and hidden things to find. Our zelda: Breathing Wild Step-by-Step Guide will soon provide a complete step-by-step guide to completing basic quests as well as a lot of what you can do on the side. It's zelda: Breath of the Wild Guide page, meanwhile, provides a variety of tips and tricks to survive the huge expansive world of the game, from cooking to fighting and upgrading the arsenal and abilities of Link. zelda: The structure of Breath of the Wild is a little different from most of the games of zelda. There's no long-term tutorial, and within minutes you're off exploring, raiding camps and feeding ingredients. There is a kick-off zone - the Great Plateau - and from there, you can explore the wider world and tackle the main goals of the game as you see fit - or ignore them completely. Don't expect traditional dungeons with keys and locked doors or hidden heart containers either, instead of challenging you to visit key areas and complete dozens of shrines - which you'll get a taste for at the beginning of the game - for new Spirit balls to trade for constant updates and other abilities. The Great Plateau Duels Peaks and Hateno Waters Devine Beast Wah Ruta and the Domain Domain Fire Devine Beast Wah Rudian and Death Mountain Flying Devine Beast Wah Medoh and Rita Desert Village Devine Beast Wah Naboris and Gerudo City Final Training: Like any open world worth its salt, there is much more to see and do beyond the main story... Completion and Modernization: Survival and Reconnaissance: Enemies and Monsters: DLC: Learn the nuances of combat and explorationBrat Wildlife draws inspiration from other, more open adventures - whether it's Skyrim, Witcher 3, Far Cry or Monster Hunter - than the previous zelda games, and as such, there's plenty to learn and master. :: Pokemon Sword and Shield Step Guide Combat Tips: Whenever possible use stealth in combat, so you can get some free attack in.inches Crouching immediately makes you harder to spot, when using cover and long grass will help you further. For low-level enemies, you can perform an instant kill sneaky punch if you manage to stealth your way behind them without getting noticed. The goal is for the head (or colored weak spots) to incur double damage to the attack. Using onions from afar until you have been seen will make it much easier. Jumping and falling will give you an edge in combat; clicking the attack when you fall will see that you Weapon in the ground, while drawing the bow will slow down the time so that you can aim with more precision. The weapons will degrade and break regularly, so take a Lots of spare clubs, bows and monster limbs (!) as you can so you always have something to contend with. The last blow when the weapon breaks will also cause bonus damage. While you can fight almost anything at any time, choose your fights. If you feel like your armor and weapons are not up to the task, step back and come to it later. Or, use cooking to buff your stats temporarily. Cleaning the Bokoblin camps will give you consumables, weapons and rupees, but killing each enemy will open up a nearby chest with a more valuable item. The useful starting zone of the Great Plateau are the Fire Arrows from the camp east of the Temple of Time (with a giant skull). Enemies will level up after you kill a certain number of them that you can prevent by avoiding combat altogether. However, some areas will always have weak/strong enemies, and without leveling them, you will miss out on the more powerful loot they fall. You can consume food to regain health and change weapons at any time in battle, as access to the menu suspends the game, which means you don't have to retreat from a difficult place to get back into battle. Once you get the paraglider, you can storm the camps from the air if you like. Exploration Tips: Inventory management is important, so be sure to cycle out things you definitely don't need or can't sell there and then. If you can't pick up something - whether it's from the ground or chest - it will stay until you leave the area. You can pass the time sitting at the lit fires until the next morning, noon or night. Some enemies, plants and activities only occur at certain times of the day, so use it to your advantage. Smash boxes with heavy melee weapons for weapons and items. Avoid bombs that send their contents flying. There is an endurance bar when you sprint, climb and swim, and when it is depleted completely, expect to run out of the air, fall to doom or drown. When the bar goes red while climbing, jumping will give you the last massive boost that you can use to your advantage to make it to your destination just in time. You can climb almost anything - whether it's trees for apples, buildings for viewpoints or rocks for new pastures - so don't feel like a steep slope is an obstacle to exploring. With zelda: Breath of the Wild being an open world game, climbing towers as you flesh out the map when visiting new areas. You'll see them at a sufficient distance, but can also be easily hidden by mountains from other angles, so add them as custom points of way to you map when you're close and activate them when you can. Getting your chef's hat onCooking is one of the key which you need to learn in zelda: Breath of the Wild. You will find all kinds of ingredients as you explore, and although they can be consumed there and then for health, it is by cooking them that will increase their potency. We explained this in much greater depth more in our Breath Of Breath Wild cooking and how-to ingredients, but to start cooking, find the pot over some food and set it on fire with a torch and a nearby fire, then get experimental. Some general rules of the game teaches you: Toss into something edible, and you'll do something link can consumeThe more ingredients means more health recoveryMixing heart ingredients. How fish and meat with grains and vegetables is a good ideaSpices and herbs help, while some ingredients have certain effects, like health and endurance boosts, or warming you upBugs and lizards can make elixirs and other unusual items, but not great for foodIt's a useful skill to learn that extends the strength of your ingredients, and in some cases - for example, early on, you may need cold resistance. Collect everything you can and play around with what you have. Use your zelda amiibo to unlock bonus features and itemsif you've been collecting The Legend of zelda amiibo over the past few years - whether it's those released as part of Super Smash Bros, Twilight Princess HD on the Wii U, or the latest 20th anniversary and breath of wild sets - then you'll have access to a number of bonus features and elements. This content is hosted on an external platform that will only be displayed if you are targeting cookies. Please turn on the cookies for viewing. The elder zelda amiibo will drop items from the sky, including barrels, fish and ingredients, while the Breath of the Wild amiibo set will offer early access to powerful in-game items. Finally, Smash Bros Link will give you Epona, and scanning the Wolf Link will add the Twilight Princess character as a companion, both of which you can watch in the aforementioned video. Buy The Legend of zelda: Breath of the Wild from the Amazon? FlagView HistoryThe Legend of zelda: Breath of the Wild Wiki strategy guide includes a full passing game for all dungeons, an interactive map of all important places like shrines, collectibles like Memories and Korok Seed locations, and many other useful sections. The Legend of zelda: BOTW was released for the Wii U and Nintendo Switch on March 3, 2017. Places for shrines, fountains of the Great Fairy, Seeds of Korok, Stables, Towers, Memories and more can be found on zelda: Breath of the Wild Interactive Map. The Legend of zelda: Breath of the Wild Interactive MapA is a complete guide to dungeon puzzles, collectibles, boss fights, and more in botw's zelda. Click on the section to get started below, or head to Walkthrough for a full guide. To access the adventure log, open the inventory screen by clicking the Buttons/Start button on the controller. Once open, click L to go to the adventure magazine. You can use the right analog stick to switch between different types of quests and memories. Use the left analog stick to scroll up and down the quest/memories lists. You can press the A button in search of the search Destination. This will attach the destination or origin of the quest to your map with a bright yellow circle. Repeat these steps to set off the quest or establish a new destination. Only one quest can be fixed at one time. If the character asks you to find something, set the destination will pin that character on your card, not what he/she asks you to find. Use to set the destination as soon as you have completed the goal to find your way back to that character. zelda: Breath of the Wild is the first game in the series to show paid DLC. DLC will come in three separate packages, and is only available in one season to pass the bundle for \$19.99. This content includes content, brand new modes, and additional story and dungeon content. Legend of zelda: BOTW is a very intuitive game, but sometimes you need a little help (otherwise you wouldn't have read it). IGN provided the following as a guide to make things a little easier: CombatGameplayPecial ItemsUpon completing The Cave of Shadows in Twilight Princess HD, Wolf Link amiibo saves the number of hearts you purchased in the picture. The scan will allow Wolf Link to join you as a partner (with the number of hearts on amiibo as his overall health). It can only be scanned once a day. All other amiibo unlock rare items that can usually be found at the end of the game. 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