

## FACT SHEET

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### *The Legend of Zelda<sup>®</sup>: Twilight Princess*

**Format:** Nintendo GameCube™  
**Launch Date:** Q4 2006  
**ESRB:** RP (Rating Pending)  
**Game Type:** Adventure  
**Players:** 1  
**Developer:** Nintendo

#### **KEY INFORMATION**

When an evil darkness enshrouds the land of Hyrule, a young farm boy named Link must awaken the hero – and the animal – within.

- When Link travels to the Twilight Realm, he transforms into a wolf and must scour the land with the help of a mysterious girl named Midna.
- Players ride into battle against troops of foul creatures using an amazing horseback combat system, then take on massive bosses that must be seen to be believed.
- Many puzzles stand between Link and the fulfillment of his quest, so players must sharpen their wits as they hunt for weapons and items.

**Game storyline:** Link, a young man raised as a wrangler in a small, rural village, is ordered by the mayor to attend the Hyrule Summit. He sets off, oblivious to the dark fate that has descended upon the kingdom. When he enters the Twilight Realm that has covered Hyrule, he transforms into a wolf and is captured. A mysterious figure named Midna helps him break free. With the aid of her magic, they set off to free the land from the shadows.

**Characters:** Link, Zelda, Midna and many other characters, both new and old.

**How to progress through the game:** Link must explore the vast land of Hyrule and uncover the mystery behind its plunge into darkness. As he does, he'll have to enlist the aid of friendly folk, solve puzzles and battle his way through dangerous dungeons. In the Twilight Realm, he'll have to use his wolf abilities and Midna's magic to bring light to the land.

**Special powers/weapons/moves/features:** Besides his trusty sword and shield, Link will use his bow and arrows, fight while on horseback and use a wealth of other items, both new and old.

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