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Link and zelda

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Video game character "Link (character)" redirects here. For other uses, see link. Linkla Legend of Zelda Characterius Varous Incarnations of Link, as seen in the legend of Zelda: Hyrule HistoriaFirst Pardancethe Legend of Zelda (1986) [1] Last FashionHyrule Warriors: Age of Calamity (2020) Created ByShigeru MiyamotovoiceEn from English Jeffrey Rath (Link: Il Faces of evil and Zelda: Gamelon's wand) [2] Caitlyn Bairstow (Hyrule Catmendo) [3] Japanese (child) Fujiko Takimoto (Ocarina of Time - Majora's Mask, Super Smash Bros. Melee, Hyrule Warriors, Super Smash Bros. [3] [4] Sachi Matsumoto (The Wind Waker - The Legend of Zelda: Four Swords Adventures, Phantom Hourglass, Super Smash Bros. Brawl, Super Smash Bros. For Nintendo 3DS / Wii U, Super Smash Bros. Ultimate) [3] Yã ... Â «Kodaira (Spirit Tracks) Mitsuki Saiga (a link between worlds, Tri Force Heroes, the awakening of the link) Japanese (young adult) Hikaru Midorikawa (Zelda No Denstu Sound & Drama) Nobuyuki Hiyama (Ocarina of Time - Super Smash Bros., Majora's Mask, Super Smash BR Os. Melee, Soulcalibur II) [3] [5] [6] Akira Sasanuma (Twilight Princess - Super Smash Bros. Brawl, Super Smash Bros. For Nintendo 3DS and Wii U) [3] Takashi Ã ... Å "Hara (Skyward Sword - Mario Kart 8) [3] Yã ... Ã «Ki Kaji (Hyrule warriors) [3] Kengo Takanashi (wild breathing, Super Smash Bros. Ultimate, Hyrule Warriors: Calamit etã) [3] In-Universe InformationRaceHyliangendermalecoChettification Adventure rider affiliation AffiliationKingdom of Hyrulewapaponmaster swordiginhyrulenationalitityhyrulean link [a] is an imaginary character and the main protagonist of the Nintendo video game series the legend of Zelda. He appears in different incarnations during the games, and also features in other Nintendo media, including merchandising comics and animated series. It is one of the main Nintendo icons. Through the legend of the Zelda series, the connection is depicted as a child, adolescent or young adult of the Iarian race (described as humans with pointed ears) originated from the imaginary land of Hyrule. The connection often travels through Hyrule, battling creatures, evil forces and the 'primary antagonist series, Ganon (called Ganondorf in some games), while trying to save Princess Zelda and Hyrule. To defeat Ganon, the connection usually requires the main mystical sword, or a similar legendary weapon, obtained from a process or a battle. During his journey, he usually acquires other magical objects, including musical instruments and weapons. Inside the franchise lore, the connection is the soul of a legendary hero that, in the course of history, is reincarnated within a boy or a seemingly normal man when the need arises for a new warrior to defeat The forces of evil. There is no definitive blood connection between the different incarnations; However, the embodiment of the link in the legend of Zelda: Skyward Sword helps establish the kingdom of Hyrule, and seems to originate the Green Garb of the hero. In the Skyward Sword Prequel Manga published on Hyrule Historia, a more older incarnation of the hero is shown that helps the Goddess Hylia; However, the hero is definitively identified as a "link". The connection has created cameo appearances in different games outside the legend of the Zelda series, including playable plays in games such as Soulcalibur II, Mario Kart 8 and the Super Smash Bros. Series. Design of the Shigeru Miyamoto character, creator of the link, at the Electronic Entertainment Expo 2004 Link's Creator, Shigeru Miyamoto, stated that his concepts of the legend of Zelda and Links were based on his childhood memories, as well as books and movies That he and Takashi Tezuka had enjoyed, [7] in particular Jrr Tolkien is the Lord of the Lord of the Rings. [8] Miyamoto has to identify people with the link and have the opportunity to be heroes like the character. [9] [10] Although at the end of some games, the link becomes very talented in physical skills and magic skills, usually starts out of the game as a normal guy. At the origin of the name "Link", Miyamoto said: "Link's" Link's It comes from the fact that the triforce fragments should have been electronic chips. The game had to be fixed both in the past and in the future and as the main character would have traveled between both and being the link between them, called him link. "[11] The producer Eiji Aonuma stated that the silence of the connection is intended to avoid breaking the relationship between the player and the character, which could derive from the addition of dialogue with which the player did not agree . The link character was intentionally left open to the interpretation to offer an empty blackboard for players to enter the world of the game and provide more personal experience. [12] There were several connection iterations in the history of irule . The existence of multiple connections is made evident on many occasions; for example, the introduction sequence of the Zelda legend: Wind Waker refers to an ancient, legendary sample identical in appearance to be connected, and directly mentions the "hero of the time "(a title given to the occasional connection of time) as a historical entity. Miyamoto said:" For every Zelda game, we tell a new St. Ory, but in reality we have a document To enormous explain how the game refers to others and binds them together. But to be honest, they are not so important to us. We care more about the development of the game system ... give the player new challenges for each born chapter. "[13] [14] However, the exact chronology of the Zelda series and the lineage of the various connections, although written by Miyamoto and his team, was a secret secret for a long time. [15] In the celebration of 25 Â ° Anniversary of Zelda, released Nintendo (in December 2011, in Japan; at the beginning of 2013, in North America) an anthology, entitled Hyrule Historia, in detail the long research the official chronology of Zelda. [16] The teenage aspect Connection in the legend of Zelda: time ocarina was designed with the aim of making it more beautiful and more fresh than all the previous shapes of the hero. [17] Yusuke Nakano said the design of the time connection in the occasion of time It was based on a well-known American actor when developing the game. [18] [19] For the connection of the connection cartoon in the Wind Waker, explained Miyamoto, "the link was a young boy and trying to create a young boy Very active and mo Energetic LTO and trying to choose the right style to portray the boy in a game like that we tried many different experiments. The final decision we arrived â €

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