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One of the biggest upcoming Wii U and Nintendo Switch games is The Legend of Zelda: Breath of the Wild. Nintendo pulled the lid off the game at E3 by streaming hours of footage to anyone who wanted to take a look at how it’s shaping up. What’s clear to longtime fans is that The Legend of Zelda: Breath of the Wild represents a major departure for the series in a number of important ways. This isn’t the Zelda you grew up playing. This one is much bigger and deeper. I’m going to go out on a limb and say this is good news for fans. If you want to play a traditional Zelda game, you have your pick of over a dozen titles released across all Nintendo platforms over the past 30 years. With this new one, Nintendo is making what might be its most ambitious game ever. To tide us over until we can get our hands on Breath of the Wild in 2017, let’s look at the ways it breaks with the series’ traditions. 1. A true open world The worlds in previous Zelda games have had varying degrees of openness, but they’ve never come close to the size and freedom offered by Breath of the Wild. According to the developers, the sprawling area shown in the demo represents just one percent of the game’s full size. Put another way, Breath of the Wild will be 12 times larger than the previous holder of “largest Zelda game ever” award, Skyward Sword. Not only that, but the game is apparently so open that, immediately after starting it, you can go directly to counting the final boss, skipping everything else that’s supposed to happen in between. That leaves tons of room for player choice, something we haven’t seen very much of in Zelda games past. 2. Shrines Source: Nintendo Although Breath of the Wild will feature the kinds of big, puzzle-filled dungeons we’ve come to expect in Zelda games, it will also have over 100 shrines, which are basically mini-dungeons. Shrines will have puzzles to solve and enemies to defeat, and will reward players with treasure or even new skills for completing them. 3. Crafting and cooking Source: Nintendo Zelda games practically defined what an action RPG was for over two decades. But in recent years, other games like The Elder Scrolls and The Witcher have added to the formula far more than Zelda games. So it’s no surprise that Nintendo has taken Breath of the Wild as an opportunity to play catch-up on things that have become standard in the genre, like crafting and cooking. Instead of finding hearts to replenish your lost health, Link now has to rely on his survival skills, which include picking up things like apples, mushrooms, and meat, and cooking them into consumables that can heal him or give him helpful status effects. 4. Item degradation In previous Zelda games, once you found an item, it was yours for the rest of the game. That’s not so in Breath of the Wild, thanks to item degradation. Your swords and shields will gradually deteriorate as you use them, eventually breaking and becoming useless. The purpose of this new system seems to be to keep players experimenting with new weapons. Enemies drop weapons left and right in this game, so you’ll never find yourself far from a new one you can pick up and use to wallop enemies. 5. Physics and weather Source: Nintendo Physics play a large role in the new Zelda. You can drop heavy items onto enemies to hurt them. You can start a fire in a field of grass and watch it spread. You get a magnet that lets you drag around metallic objects. You can climb up cliffs and use your shield as a sled to slide down hills. You can even climb onto giant enemies, Shadow of the Colossus-style, to attack their weak spots. The game also has weather conditions that interact realistically with the game world. If it starts raining, it will put out fires. If it storms, you’ll see lightning strike metallic items around you. When you ascend a snowy mountain, you’ll need to dress in something warm or your health bar will drain. The level of environmental interaction looks far more intricate and realistic than in any other Zelda games. 6. Multiple solutions to puzzles Source: Nintendo Puzzles in most Zelda games take place in tightly controlled areas, and can be solved with only one solution. That’s not necessarily the case in Breath of the Wild. Since it’s an open-world game with a fully functional physics engine, the puzzles you’ll find will often have many possible solutions. All it takes is a bit of creativity and a willingness to try. Link can jump in some of the previous Zelda games, but it almost always happens automatically when you dash off a ledge. In Breath of the Wild, players can finally press a button to make Link jump anytime they want. The Legend of Zelda: Breath of the Wild is the last major game coming to Wii U and one of the biggest games expected in the first year of the Nintendo Switch’s life. Nintendo has a lot riding on it, and it’s clear the company no longer feels bound by the series’ tradition. It remains to be seen if the whole game will be fun to play and explore, but so far it’s looking good. Follow Chris on Twitter @ chrisreed Check out The Cheat Sheet on Facebook! Walkabout Theater Company at Steppenwolf Garage. Directed by Thom Pasculli. Dramaturgy by Kendra Miller. Created with Nigel Brown, McCambridge Dowd-Whipple, Al Evangelista, Cooper Forsman, Katie Mazzini, Dana Murphy, Paul Scudder. 1hr; no intermission. Theater review by Kris Vire Walkabout Theater Company is an adventurous group that produces only occasionally, often in unexpected places, and with no show offering any clue as to what the next might look like. I’ve seen the company stage anthologies in a church’s darker corners (last year’s All Rise), mount a gentrification comedy in a coffee shop (2010’s The Pigeons) and consider Captain Streeter in a community garden (2008’s War Garden), among other works, and I’m still kicking myself nine years later for missing 2005’s highly-praised, Laundromat-set Psycho-So-Matic.Walkabout’s latest, staged as part of the latest Garage Rep at Steppenwolf, is an entrancing if occasionally stymieing hourlong piece of sensual physical theater. The Wild studies questions of pleasure and taboo through a framework very loosely based on The Bacchae, as reinterpreted through the manic mash-up stylings of playwright Charles Mee.The Wild director Thom Pasculli and the lithe ensemble constructed their devised piece using pieces of Mee’s The Bacchae 2.1, which itself draws from texts as varied as teenage diarist Mary MacLane’s 1902 I Await the Devil’s Coming and Valerie Solanas’s SCUM Manifesto to reconsider Dionysus, the Bacchae and fun-squelcher Pentheus.Walkabout’s ensemble weaves in additional texts including Tracy Letts’s adaptation of Chekhov’s Three Sisters, Stephen Foster’s “Beautiful Dreamer” and Fiona Apple’s “Hot Knife”, another passage of repeated dialogue I couldn’t quite place reminded me of a Howard Hawks romantic comedy. The prominent placement of a theremin-and-radio-static sound machine suggests the collage of competing signals here; this is frankly the kind of work that could make you long for an appendix, or a DVD commentary track.But that also suggests how much The Wild’s curious construction, sumptuous visuals and seductive physicality could leave you wanting a second go at it. The incredible Where the Wild Things Are-style creature costumes created by Paul Scudder and the ensemble just for the preshow are nearly worth the \$20 admission to enter this captivantly untamed wilderness. Zelda: Breath of the Wild is the Nintendo Switch’s golden goose. It’s not surprising that the game is still attracting new players to Nintendo Switch after three years. The release of Hyrule Warriors: Age of Calamity has also kept fans interested in Breath of the Wild as it’s the closest thing to a sequel they’ve gotten. Whispers of Breath of the Wild 2 have been confirmed; however, fans have not gotten anything resembling a release date. There aren’t too many details available right now, so all we can do sit back and wonder what the next leg of Link’s journey will bring us — and what we’d like to see in a sequel. Here’s everything we want from Breath of the Wild 2. We want the Majora’s Mask treatment After the teaser trailer was released back at E3 in 2019, the only thing players have been able to talk about is Majora’s Mask. The follow-up game to Ocarina of Time put a spooky spin on the Legend of Zelda — one we didn’t know we wanted. We want to see a return to the darker side of Hyrule. We want a game that runs on the same engine while it puts that ominous Majora-like spin on the original Breath of the Wild. This Majora theory holds water due to the proximity of Breath of the Wild’s releases and the sequel’s announcement/teaser trailer. Ocarina and Majora’s Mask released on top of each other. Majora copy-pasted Ocarina’s engine and put a unique spin on it, one that would see Majora’s Mask go down as one of the best Zelda games in the franchise. We want to repair weapons Breath of the Wild has an infinite supply of weapons and armor to find. At times, it’s almost overwhelming trying to find that one weapon that will aid Link in his current predicament. Finally, you find it. You wind up to take a swing, and just as your about to connect with your target — it breaks. It shatters into a million pieces, and there’s no way of fixing it. We get it; things break. But things can also be fixed. Repair mechanics exists in every other open-world RPG; why can’t they exist in Breath of the Wild? We don’t want it to be easy. We’ll find materials. We’ll travel great distances. It’s heartbreaking when the weapon we’ve fallen in love with shatters in our hands. All we want to do is fix it. We want bigger dungeons Dungeons are to Zelda games like guns are to Call of Duty. It’s an integral part of the game that keeps players coming back. We enjoyed the shrines in Breath of the Wild, but we were a little let down when most of them were just three-part puzzles or rooms that were relatively easy to complete. Now, we don’t want to be pulling our hair out in every dungeon. All we want is a slight return to what made us fall in love with The Legend of Zelda in the first place. Hyrule Castle, the Divine Beasts, and the mazes were great! We want more of that. We want more story Breath of the Wild was a fantastic game in almost every regard. The only thing we felt like it was missing was an in-depth story. Killing Ganon is the incredible driving force behind the game. In Breath of the Wild 2, we’d like to see more developed plot points. Perhaps break the game up into three significant acts that immerse us into the current state of Hyrule. Adding multiple layers of story to the game will see Breath of the Wild 2 go down in open-world RPG legend. It also leads nicely into our next two requests. We want partitioned/restricted areas As soon as Breath of the Wild began, we had free rein to go wherever we wanted. Want to kick in the front door of Hyrule Castle and challenge Ganon right now? Go for it. While this seems like a good idea on paper, it left us questioning if we were appropriately geared whenever venturing into a new area. We want a challenge, but a linear progression through an open-world game will keep the game challenging without making it too hard. A more linear story also makes us feel like we’re getting something done. With Breath of the Wild’s only core objective being “kill Ganon,” it was hard to know if we were taking too long to do so. An example of useful open-world partitioning was in Ghost of Tsushima. The island, although fully explorable, was broken up into three main sections. Each became available upon completing specific story missions, ensuring that players were appropriately leveled to survive the next area. We want skill trees and leveling incentives While Breath of the Wild gave us plenty of enemies to kill and side quests to complete, it never felt like there was a reason to do so (other than increasing our health). Without a leveling mechanic or XP system, why are we even bothering? Having a skill tree in Breath of the Wild 2 would tie nicely into our desire for restricted areas. We’d feel compelled to level Link up to unlock new abilities. An overall level would also allow players to know if they’re venturing into an area they won’t survive in. Assassin’s Creed: Valhalla did this perfectly with its leveling system. Every area of the map was accessible, but venturing into it would notify the player that they were under-leveled. We want to rebuild Hyrule Hyrule is in chaos in the wake of Calamity. We’d like to see Link and Zelda work together to rebuild and repopulate various towns around Hyrule. One of Breath of the Wild’s most entertaining side missions was rebuilding Tarry Town. It would be interesting to see this mechanic spread more through Breath of the Wild 2. Perhaps this could work as some resource-gathering mechanic? The more Link fixes and repopulates a town, the more it can produce. One town aids in rebuilding another; the dominoes fall, and eventually, Link has restored Hyrule to its former glory. We want Navi back! Hey! Listen! We want Link’s faithful companion to make a return in Breath of the Wild 2. Navi wouldn’t necessarily add any revolutionary elements to the game, but she would undoubtedly put a nostalgic smile on the faces of long-time fans. There are plenty of ways to make Navi useful, though. Perhaps she could prompt Link when they are passing by a particular point of interest or collectible item? This would work similarly to the Golden Birds in Ghost of Tsushima or your dog in the Fable series. We want Age of Calamity elements Age of Calamity wasn’t a true sequel to Breath of the Wild, but it gave players a glimpse into what Breath of the Wild 2 might be able to pull off. We understand that technology is limited. The game’s engine can only support so many enemies at once while still maintaining an open-world aesthetic. However, we’d like to see more large-scale Age of Calamity-like battles spread through Breath of the Wild 2. It would also be interesting to switch between different characters depending on where we are in the story. Age of Calamity allowed us to control the characters we’ve gotten to know over the years. It would be a shame if that were the only glimpse we got. We want an expanded cooking mechanic This is one tiny request that would make our lives a lot easier. In Breath of the Wild, the only way to cook meals was to gather the necessary resources and hopefully stumble upon a cooking pot. While this is relatively easy when in populated areas, cooking pots are hard to come by while exploring the wild. When we do find them, they’re surrounded by enemies. Making meals can restore Link’s health and buff his overall abilities. Link can construct his own fire pit, and his pockets are deep. So why can’t he have his own personal cooking pot to carry around and use? It could be unlocked via a secret side quest or just something he can craft himself. Furthermore, merchants will sell elixirs as an alternative to Link crafting them himself, so why can’t they sell ready-cooked meals? Editors’ Recommendations

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