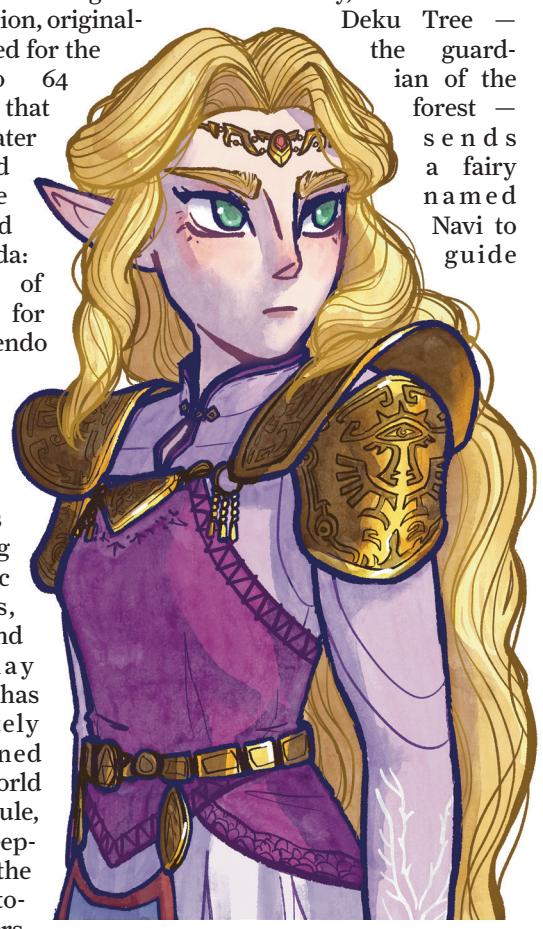
THE HERO OF TIME RISES AGAIN IN THE LEGEND OF ZELDA: OCARINA OF TIME REMAKE

ILLUSTRATIONS BY COLBI LORANGER, ASSOCIATE ARTIST EDITOR /THE DAILY CAMPUS

by Molly Daigle
CAMPUS CORRESPONDENT
SHE/HER/HERS
molly.daigle@uconn.edu

On Thursday, the Nintendo Switch 2 remake of The Legend of Zelda: Ocarina of Time was released. The game reimagines the 1998 version, originally released for the Nintendo 64 system that was later updated as The Legend of Zelda: Ocarina of Time 3D for the Nintendo 3DS.



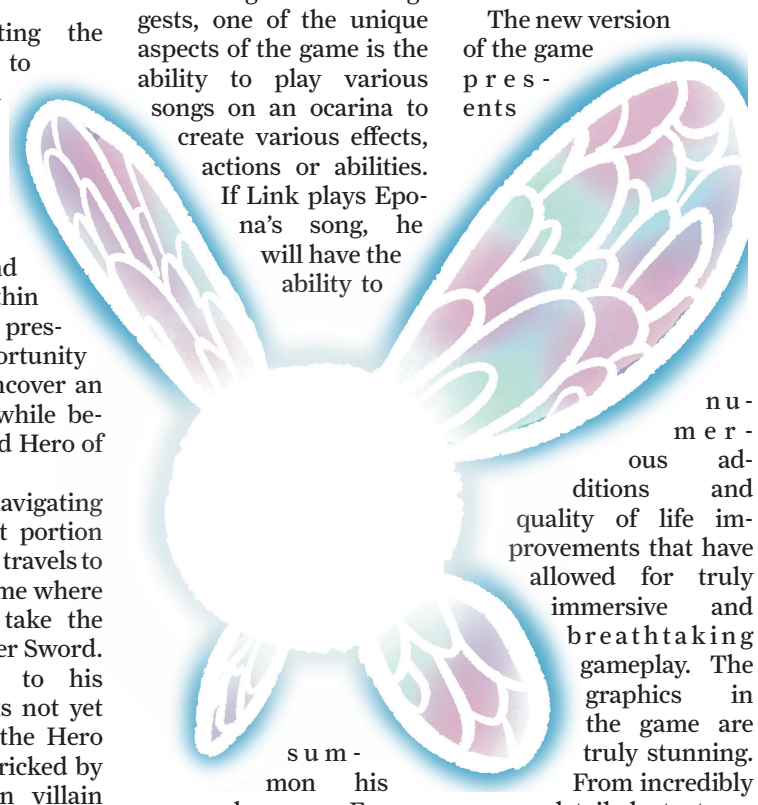
This latest version features stunning realistic graphics, details and gameplay that has completely reimagined the world of Hyrule, while keeping the classic story players know and love.

The game begins by introducing Link, a young child who lives amongst the Kokiri, forest children who each have their own fairy companion. However, Link does not have a fairy, until the Great Deku Tree — the guardian of the forest — sends a fairy named Navi to guide him on unimaginable adventures throughout Hyrule.

From navigating the Lost Woods, to the fiery Death Mountain, the serenity of Zora Domain as well as many other places to explore and the temples within them, the game presents the opportunity for players to uncover an epic adventure while becoming the fabled Hero of Time.

After navigating through the first portion of the game, Link travels to the Temple of Time where he attempts to take the legendary Master Sword. However, due to his young age, he is not yet able to become the Hero of Time, and is tricked by the game's main villain Ganondorf, who follows Link to the Sacred Realm, claims the powerful Triforce and begins his reign over Hyrule. Meanwhile, Link spends many years growing into an adult before awakening in the Chamber of Sages and is tasked with awakening various sages throughout Hyrule to help him put an end to Ganondorf's rule.

As the game's title suggests, one of the unique aspects of the game is the ability to play various songs on an ocarina to create various effects, actions or abilities. If Link plays Epona's song, he will have the ability to summon his horse, Epona. Playing Zelda's Lullaby offers various effects throughout the game such as allowing Link to prove his connection with Zelda and the royal family, allowing him to access areas he normally wouldn't be allowed into. Each song has its unique abilities and comes into play throughout the story.



The new version of the game presents numerous additions and quality of life improvements that have allowed for truly immersive and breathtaking gameplay. The graphics in the game are truly stunning. From incredibly detailed textures on Link's tunic to surreal and beautiful environments to roam through, the remake truly shines in its aesthetic quality.

Several modifications to the game's controls have also been implemented to better suit the Nintendo Switch 2. The remake offers players the ability to pan the camera around fully to capture many angles and incredible views as compared to the original's limited camera mobility.

The ability to jump by pressing a button as compared to only being able to automatically jump at a gap has also been added, following a similar style of gameplay to The Legend of Zelda: Breath of the Wild and The Legend of Zelda: Tears of the Kingdom. The new remake also features the addition of voice acting in many of the game's cutscenes, which offers further immersion into the story and brings to life many of the game's iconic and lovable characters.

Playing through the game felt like I was being sent back in time to my childhood as I watched the classic opening title screen and heard the title theme playing in the background.

The remake perfectly captures the classic nostalgia of the legendary story while immersing players into a truly beautiful world full of exciting adventures and places to explore.

Rating: 5/5 Hearts

THIS WEEK IN HISTORY

One Pope, Two Pope, Three Pope

LOGO BY COLBI LORANGER, ASSOCIATE ARTIST EDITOR /THE DAILY CAMPUS

by Isabella Kulawik
MANAGING EDITOR
SHE/HER/HERS
imk24001@uconn.edu

If there's anything that the 14th and 15th centuries have taught us, it is that three popes are two too many. That's right: this week in history, I'm writing about the Great Papal Schism, which lasted from 1378 to Nov. 11, 1417, when cardinals assembled and elected Pope Martin V as the one pope to rule them all.



The Schism first began when the papacy moved from its traditional seat in Rome to Avignon, France, in 1309. The newly elected French Pope Clement V moved the seat to Avignon because of the tumultuous political environment in Rome, with additional pressure from King Philip IV of France, according to an article by historyextra.com.

The result of this move placed significant political power in the hands of the French, with the following six popes after Clement V also being French. The real problem, however, began when Pope Gregory XI moved the papal seat back to Rome, raising tensions among the French cardinals. When Gregory XI died, a portion of the cardinals still continued their residence in Avignon despite the change. As a result, Italian cardinals worried about the election of a new French pope and the return to France. They reached a compromise and elected Pope Urban VI, an Italian who had served in Avignon in 1378.

This turned out to be a rather bad move; Urban VI was violent and abusive toward the cardinals, causing them to fear for their lives and question his sanity, according to the article, "1378 The Great Papal Schism." Questioning the validity of the papal election, cardinals repudiated his election and, in his place, elected Clement VII. However, they could not secure the residency in Rome, leading Clement VII to attempt to move the papacy back to Avignon and create two opposing papacies.

Different countries backed each pope, and neither was willing to give up power, creating serious problems for the Catholic Church and widespread confusion. Over time, there continued to be two popes, one elected at Rome and the other at Avignon.

Things truly came to a nasty head when the church attempted to solve the two-pope problem in 1409 by adding in yet another pope to the mix, Alexander V. For a few years, there were three people who each had legitimate claims to the papacy, adding even more confusion to the mix. The issue was finally resolved in 1417 after the Council of Constance, which decided to essentially start from scratch and elected Pope Martin V, returning the papal seat to Rome.

Another interesting facet about the Great Papal Schism is its role in music. Much of what we know of Western classical harmony today originated, in part, from the back-and-forth papacy between Avignon and Rome.

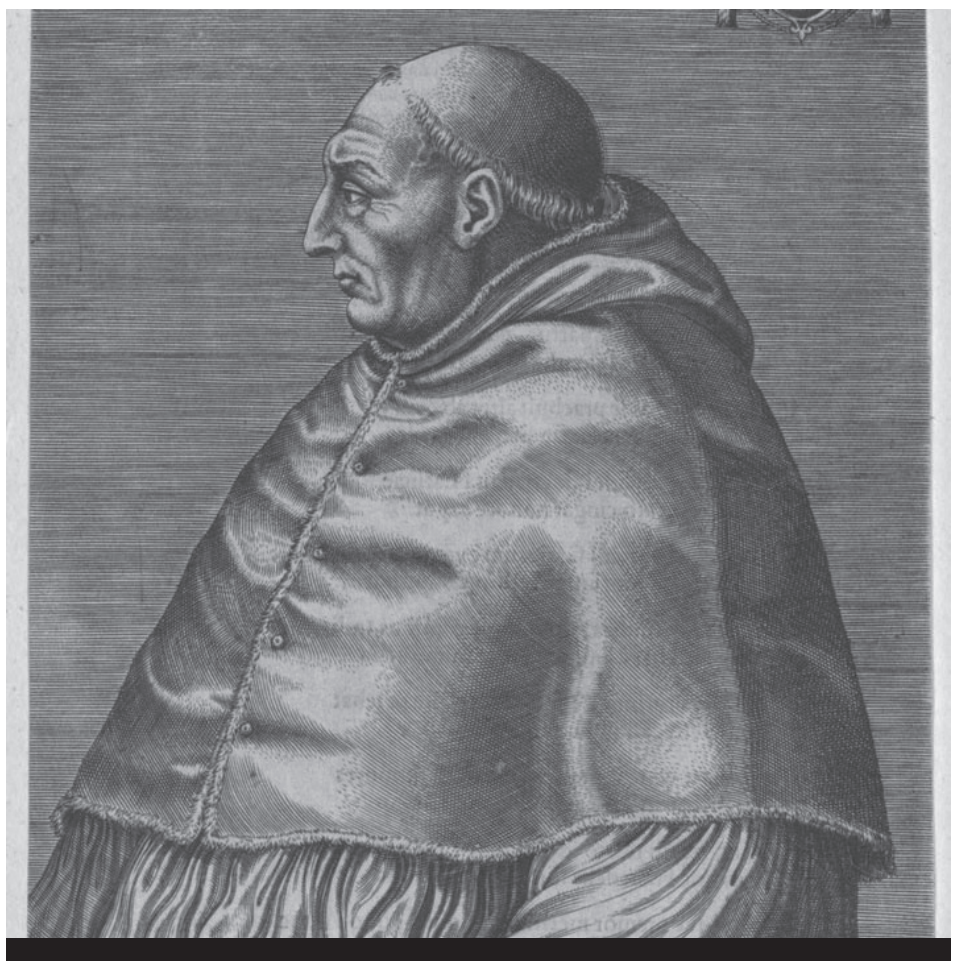
France, in general, was very fond of incorporating polyphony or harmony into their plainchant, with two primary composers, Leonin and Perotin, contributing heavily to its rise. Italy, on the other hand not so much; they preferred monophony. However, as the papacy shifted from France to Italy, music followed, bringing polyphony to Italy and significantly shaping musical development into the Renaissance.

Today, the role of the pope holds less influence than in the medieval era. But It's important to realize how considerable the Great Western Schism was to the political landscape at that time and the resulting destabilization that it caused.



Historical figures of the Great Papal Schism are depicted in confusion. The artwork comes from Grandes Chroniques de Frances de Charles V, a chronicled compilation of French history.

PHOTO COURTESY OF WIKIMEDIA.



Pope Martin V is depicted in his holy dressings. His appointment to papacy came as the pope to rule them all.

PHOTO COURTESY OF PICRYL.