

In 2016, Nintendo released a game that would change the format of one of the most beloved franchises of all time. 'The legend of Zelda: Breath of the Wild'. While this entry in the loaded franchise brought back the characters we know and love, it also introduced us to a format that was brand new to the Zelda formula. What was once a linear, progressive game had been reborn into a vastly open, option filled, play as the way you want world filled with adventure. It gave the player so many choices. You could focus on the side quests available to you via Shrines, individual character quests, cooking, gear hunting, house building, region exploration and so much more. Or you could follow the main quest line, slowly gain back the strength that Link had lost during his long slumber, free the spirits of your fallen allies in their respective Divine Beasts, activate towers and all around prepare for the momentous showdown against Calamity Ganon. You could even go straight to the final, fresh from a one hundred year nap if you so chose. It was all a choice left up to player, whatever your play style was Nintendo made sure to give you the option to play BOTW *your* way.

Fast forward to June 11th, 2019. It is the end of the Nintendo Direct at E3. The conference seemed to be coming to a close when fans were surprised with one last announcement. The music was eerie as it played in reverse, making the chant being sung impossible to decipher. An alluring blue-green strand of light could be seen floating across the screen. The trailer was dark and the colors gloomy and menacing. A torch could be seen lighting the dark path ahead, revealing walls painted in ancient hieroglyphics

of some kind. Fans could easily recognize the art style of Breath of the Wild and only seconds later our beautiful Princess (or rather Queen now) Zelda, now with short hair, could be seen riding on some kind of large animal as she traversed what looked to be an ancient crypt underneath Hyrule Castle, alongside her champion and hero Link.

The trailer ramped up on its sinister vibe as we are shown the cold corpse of Ganondorf. His long red hair still attached to his head, his skin decayed and grey, mouth gaped open revealing remnants of what seemed to be fangs. But what was also interesting was the blue-green limb that was gripping Ganon's chest. It seemed to be sealing him, locking him in place, preventing him from possibly escaping? Flashes of various scenes sprint across the scene, showing Zelda and Link in a terrible situation. Link seemed to be slowly becoming infected by the same blue-green light, Zelda falling from a cliff, Link rushing to save her. The final scene that we are treated to is Ganon's corpse turning its head with a loud snap towards the camera.. His eyes begin to glow a demonic red color. We pan out to the land of Hyrule, peaceful and green. In the distance we see the castle slowly rising from the ground as if something is lifting it up. The screen goes black, revealing a message to the fans. "The sequel to Breath of the Wild is now in development".

After two years we are finally shown what Nintendo has been hard at work making. Now it all makes sense, why they did not continue to release DLC after 'The Champions Balled'. There was still so much story left to tell

that it just would not be right to keep it in one game. So with that, Breath of the Wild 2 was born, or as some fans have called it 'Zelda 2020'. Now, we do not know when this direct sequel will be releasing. But looking at how beautiful the trailer looked, it could be safe to say that we will be playing this entry sooner rather than later.

A direct sequel has not been done in the Zelda universe since Majora's Mask (sequel to Ocarina of Time). Throughout the entire trailer presentation the dark and sinister vibes of Majora's Mask and Twilight Princess could be heavily felt by every member of the fanbase. This is something that the community has been asking Nintendo to go back to in a Zelda title for some time now. Both Majora's Mask and Twilight Princess are two of my favorite Zelda titles. Simply because of the eerie, horror vibe that those games radiated. Both games were very dark in their own right and it seems like Nintendo is going back to that for Breath of the Wild 2, which gets me very excited to see more of this game in the coming months.

Having put close to two hundred hours into Breath of the Wild over the past two years, it is safe to say that I am highly looking forward to the sequel. The Legend of Zelda is one of those franchises that I grew up with, one that I hold extremely close to my heart along side Final Fantasy and Kingdom Hearts. With the remake of 'Link's Awakening' coming in September and a fresh play through of BOTW on my Nintendo Switch various Zelda characters in Super Smash Bros. Ultimate; I have more than enough Zelda content to hold me over until we receive more news and information of

BOTW 2. Tell me, what are you most excited to learn about and see when it comes to the sequel? Are you excited? Are you scared that the sequel will not live up to its predecessor? Be sure to let me know in the comments below.