

The Mic Drop - Season Two, Episode Four: Hyrule Warriors Review

Britney [00:00:00] Hello, everyone, welcome back to this episode of The Mic Drop, this is one special episode I'm really excited to play here and it's dangerous to go alone. So I'm here with my mate Larry. How are you doing, Larry?

Larry [00:00:19] I'm good. How are you, Britney?

Britney [00:00:21] I'm totally fine. And we get this introduction because we're talking about one of my favourites sagas, which is The Legend of Zelda. Yeah.

Britney [00:00:32] Now we are reviewing the last game, The Age of Calamity. So, Larry, what can you tell us about this game?

Larry [00:00:41] Right. Good question. Very good question. So Hyrule Warriors, age of calamity. It's a game that came out for the Nintendo switch just toward the end of last year 2020. It's developed by a Megaforce and published by Nintendo and also Koie Tecmo. You may for those of you who are familiar with the Warriors series of games, essentially this type of game is it connects in style to the Dynasty Warriors series, which is a kind of hack and slash action video game.

Larry [00:01:23] And there are various iterations that are stretched across different historical points of of feudal Japan, but with Hyrule Warriors, age of calamity. Essentially what we're focussing on storywise, as well as bits of gameplay which we'll get into, is that that the game senses itself within the Legend of Zelda universe and more specifically, the timeline that is related to Breath of the Wild, the game, which, of course, launched with the Nintendo switch and came out on the other wii U a few years prior. So, you know, I, I what we both managed to play for and complete the game.

Larry [00:02:06] I think I had a good time with it. I mean, it wasn't perfect and will obviously open up. But, you know, I've got to say, I had a good time. This is the first game that I've personally reviewed.

Larry [00:02:19] I speak about games so much and I talk to people about games, but it's quite nice to actually kind of talk about things perhaps within a critical perspective. And I guess one of the first things that I'll personally say is that I was blown away by how good the story is.

Larry [00:02:38] For those of you who perhaps may have played Breath of the Wild, I would say that the storyline within age of calamity in some respects actually surpasses it. I loved the Breath of the Wild. In fact, I think it's one of the best, if not the best Legend of Zelda game for various reasons. We don't need to. Yeah, I know. I saw your face. I'm sorry Britney, I know. I know. Look, Ocarina I love it, Majora's Mask I love it. But look, all right, I'm not trying to start any wars here, but and I love that game. Right.

Larry [00:03:08] But my issue one that the very small issue that I had with it, which isn't always necessarily a problem if you if you know Zelda games. Right. Is that the story to me felt like it could have opened up even more. Even if you collect all of the memories within the Breathe Of The Wild game, it's still kind of dropped short of like giving you an immersive kind of cinematic experience of of storyline, of really kind of holding on to characters who you really care about. Of course, people became fans of certain, you know, characters and whatnot within the game. But it just felt for me like there that there

was there was more space to tell a story. And Hyrule Warriors Age of calamity for me actually does that. There's probably at least three to maybe four hours of of cut scenes and so on. And it's just really involving in such a way. It kind of to me is almost, you know, again, without kind of like jumping into spoilerish kind of like territory. It was for me it was kind of the equivalent of as far as how the story progressed, it kind of reminded me or made me think a bit about the Marvel Cinematic Universe and the Infinity War film and then end game. Just this kind of like these. What kind of possibilities? Right. In terms of time or bending time, changing sequences and events and and I guess the the consequences related to that. So, yeah. I mean, you know, that's me kind of starting off with that. Britney, what did you what did you think? I mean, you know, we'll get into more detail about the game, but yeah, I want to hear a kind of short summary from you.

Britney [00:04:45] Yeah. You know, something that is really interesting is like, you know, I got that the important part or the most remarkable part of Breathe Of The Wild is the gameplay. You know, it's already breaks the rules in the open worlds when they introduce the mechanics of kind of a. You can go through everything, basically, it's like in other games, like you cannot go into a building or something like that, like you need to go round around or you can use anything in this game. And in that sense, yeah, Breathe Of The Wild in terms of mechanic, it's OK. It's it's amazing. It's groundbreaking. But in terms of story line and stuff like that, it feels a little bit empty, which is what now Age Of Calamity. It's totally different because you have that balance. I played a Musou in the past, the previous warriors, Hyrule Warriors, and I would say it was a little bit tiring and a little bit boring in some part that you are doing the same thing over and over again. But with this Age of Calamity, they bought some stuffs from Breathe of the wild, for example, and they used the mechanic of... This mechanic to jump to attack them. So that actually it's really nice because it's something that you didn't see in the other, in the other warriors, and that any character is a totally different style of combat. You know, that's really interesting also. But it's also at the same time, it's not like a random combat except for Impa would say started around the rest of them. They got like a specific thing according to their personality. And I love that. I love that. In this case, the gameplay is totally related to the essence of the videogame, to the story and to the stuff with many characters. And I would say Age Of Calamity. It's a gift for all the Breathe Of The Wild fans that wanted to know more about these characters, that people that wanted to know more about the champions, people to know what happens a hundred years ago. And I would say in that sense, yes, you'll see a little bit. You understood it with more the characters. You'll see why Revali is like that, you see. And I like that because Breathe Of The Wild, you see a little bit how Urbosa got this kind of maternal love to Zelda, this kind of mother love. And you see a little bit more of that on Age Of Calamity. So I like that, that you get into some details that you probably skipped on Breathe Of The Wild, because some stuff, on Breathe Of The Wild you get it, because you read the diaries. But yeah, it's like. Not really the most intuitive stuff to do when you want to know about someone else or something.

Larry [00:07:58] Well, absolutely. It's like a breath of the wild. You had to search for the story, right? You really you had to be that kind of person is quite clinical and search for the story by talking to many characters, finding memories, etc., whereas with age of calamity, even at its basic point, just kind of playing for not necessarily even doing the side missions. Right. There's just so much story that is that is told along the way, even especially for a game that essentially at heart is really just a hack and slash crime, really. I mean, perhaps let's focus on the gameplay for a moment. And I'm quite a fan of, you know, be a hack and slash games. I love Dashon, especially if when you bring in RPG elements, which, of course, this game has. So I think they're around 14 characters within the game that are part of the story that you that you get. And then there are additional four

characters totalling around 18 that you can unlock when you do, you know, special achievements or missions, et cetera. But every every single character is upgradable. You start off with Link, Link as well as many other characters, including both Cervalis, Zelda, even herself. They they command and utilise different types of powers, abilities, weapons and so on. I would say it's quite if you if you want to upgrade, you know, your your characters, you're likely going to kind of focus on maybe two or three at the most. But the others, you know, you probably level them up to the point that you need to in order to finish specific side quests or missions. Again, these missions, they're they're optional. You don't have to do them. You can completely focus on the main game. But the game kind of has a way, I think, of just reminding you that, you know, kind of levelling up some of your characters is going to help you when you go on certain missions, because if your character's level down too low, for example, that they're hit, that their attack strength or even just that their level of health will be really small in relation to characters like the other the good old Lynel, which makes a great return from, you know, the Breathe Of The Wild, which, you know, in Breath Of The Woildd is a really difficult character to face.

Larry [00:10:21] The Lynel once more is still difficult to face, although, you know,.

Britney [00:10:27] A I never beat them and honestly, The centalyon

Britney [00:10:33] Yeah, well, they beat them.

Britney [00:10:37] I always died, big trouble

Larry [00:10:41] I think the only way that I managed to defeat the Lynel. So, again, you know, those of you listening be talking about Breathe Of The Wild now, not basically of Age Of Calamity with in Breathe Of The Wild there are some battles that are really difficult like that. The fighting mechanics in that game, I would say they really kind of put you into a kind of survival mode as kind of feeling, right? Yeah. Obviously, the games like, I don't know, Majora's Mask, Ocarina Of Time, incredible as they were. The fights were easy, right. The fights in Breathe Of The Wild when you're facing, you know, characters like the Lynel or even like the Guardians. Right. You know, you don't get your timing right. And even if you get your timing right that their life is so damn large, you could end up spending, I don't know, 15, 20 minutes or whatnot facing a character. And it's really interesting that characters like the Lynel will make its return to the Age Of Calamity, The Age Of Calamity, in a way, I would say I'd say that they're a bit more forgiving this time like that. It was still really difficult. So it's a face off as and if you've got two Lynels on you, for example, like good luck to you, but it becomes a much more engaging battle rather than, oh, gosh, I'm dead. You later. Or at least it was for me. How is it for you, Britney?

Britney [00:12:01] Well, you know, in terms of talking about Breathe Of The Wild. Yes, it's like that. Like I always try to avoid them and give them like, no, no, I better run.

Britney [00:12:13] I better run, And it's like, well, I played it in a Nintendo Switch Lite, which I would say I'm not blaming the controls, but I just realised playing other games like Mortal Kombat that it's not really a comfortable path to playing video games. You know, you have to struggle like a lot in some mechanics. And yeah, there was some moments on Brethe Of The Wild when I struggle a little bit with the Switch Lite controls, but at the end I managed to to play the game, the full game. And it was totally amazing and. So beating the enemies is like, yes, you say. When you battle against the Ganon's Fury and some of this Ganon's elements, representations in Breathe of The Wild it was like, no, it was not. It

was challenging, but not impossible. Yeah. And it's funny how that the main boss of the game is. It's more easy than.

Larry [00:13:18] Oh, right. Yeah, absolutely.

Britney [00:13:20] Simply enemies around. It's like I feel more scared to a guardian rather to Ganon.

Larry [00:13:27] Or is that funny. Right. Yeah. Interesting.

Larry [00:13:30] I kind of like in a way I kind of like that because it makes it makes getting for a game like that more difficult rather than OK.

[00:13:39] They throw everything right at the final boss. Like I do find it annoying when I play games with the final bosses is just power to the point where it's like, oh my gosh, like I you may not have to go and do X amount of missions to power up in a certain way. But anyway, let's bring it back to obviously Age Of Calamity, which we're, you know, reviewing. I also got the opportunity to play the game in multiplayer mode with my son. I purchased the game from for Christmas, this game that, you know, he said he was quite interested in after finding out from the Nintendo Direct, which came out in the summer of last year. And I've got to say, like I it was enjoyable. It was really enjoyable, like playing across the same map in the same screen. And, you know, I kind of like dividing up ourselves and tasks on each other and, you know, kind of helping each other out, looking after each other and so on. But one of the difficulties that we certainly came across is that the frame rate slowed down. So, you know, I think that that the game that the game's frame rate in one player is like around 60 frames per second. But then when it comes to playing in two player, it goes down considerably, you know, 40 frames, sometimes even less. So, you know, expect that slow down, especially when there are loads of enemies, of course, within this kind of game. That's what you do. You hack and slash it, loads of enemies. But it was definitely enjoyable. I did kind of wonder or think to myself, though, like, surely the you know, the development team could have kept the frame, the frame rate as close to 60 frames per second by getting people to play with multiple switches and multiple copies of the game, which, yeah, sure, it may be more expensive. But, you know, if we think about games like Splatoon, for example, you know, we don't forsake quality there by the fact that people have multiple switches in games. So that, for me, kind of felt a little bit, you know, a bit of a shame also would just be nice, perhaps, to play other people online. I feel like at this point in time where online game play has is a thing that's been going on, you know, for decades now. Right. You would hope that that kind of thing would perhaps come a standard with a game like this, which is all about, you know, taking control of of of of areas, sending in characters to certain places or playing as those characters and so on. So if you do that in a multiplier way, why would that not be possible with this game, with this engine? So that I kind of felt a bit kind of taken aback with it. Did you manage to play the game for the multiplayer or was it just single? Single?

Britney [00:16:08] No, I got the Switch Lite. That will be possible. I think it is critical. I cannot imagine that.

Britney [00:16:16] But I had another friend that got the game and really I miss a lot, the online multiplayer, the compatible mood. I really miss that option. I don't know why they they didn't make it a curse. For me, it was more logical. God, like people being on different Switches at the time, rather that to got two on the same screen And yeah. But like you said, sometimes it's like you appreciate you got that option right to not have it

Larry [00:16:47] Yeah. Very true. Very true. I mean, it doesn't affect the base game. Right. Your base game experience of, you know, going for the story remote and everything.

Britney [00:16:55] Yeah. But I would love to do what you say, like being with someone else and saying..

Larry [00:17:00] Well, well, well exactly.

Larry [00:17:02] I mean, in this case, for example, we're separated by what hundreds of miles would have just been completely awesome to both be online at the same time, play the game together. You know, like I think that's one of the unique things about this kind of review experience. On the one hand, like, you know, you got to play the game on your own. I got to play on my own. But for this type of game, it would have been incredible to actually be on a journey together. Right. So, yeah, but that brings me to another thing about the game. The the soundtrack, which I thought was so cool.

Larry [00:17:35] Yeah. Yeah. I thought it was really cool.

Larry [00:17:39] So, again, for those of you who may have played of Breathe Of the Wild previously to Hyrule Warriors Age of calamity, many of the sounds and soundtrack elements from from that game make its way over to here. There are new arrangements as well, I would say new tracks which have their own particular flavours as well, you know, whether you're in the kind of like a Gerudo town area or if you're in the garden area, in the mountains and so on different levels, different different fights, and also that that little detail that they put into Breathe Of The Wild where when you're kind of when you're capitalising on an enemy, kind of showing a weak point and you're kind of hitting at them, that that the music intensifies even further. Right. So, yeah, no, I thought that I really loved the orchestra arrangement. So I I'm I'm I'm a big fan of that. The music throughout the Legend of Zelda series, it's been incredible to hear historically from like the really old school epic compositions all the way through to this point. And I definitely feel that the music in the case of this game makes its presence known. And it's definitely an important part to to the journey. Should you pick up a copy of Britney? What are your thoughts?

Britney [00:19:07] I never thought they could do more Terrific, Horrific The Guardian's theme is like, because I already say, but if you had a heart attack, when you hear The Guardian's music, on Breathe Of the Wild is even more terrifying.

Britney [00:19:24] You feel even more stressed when you hear this music, especially, Spoiler when there are battles, when there is more than one guardian, you know, it's like you're battling with five guardians at the same time, you let what is life?

Larry [00:19:39] You see everything for before your very eyes. Right?

Britney [00:19:43] So it's like I like that sense of the music in this case, the role it plays here on Age Of Calamity, because you know is a really chaotic game. It's sometimes you need Chaotic music for that, but in this case, not necessary to go this kind of music. Sometimes some pieces, they are more like heroic pieces, where you feel, yes, I'm doing this because I need to save Hyrule, for the honor of Hyrule or something like that.

Britney [00:20:15] And there are other other battles when it's like when Ganon is awake and you're like, oh gosh, really, really. You feel that the calamity you know, it's interesting because the translation in the Spanish, it's not calamity. Oh it's something different.

Britney [00:20:33] I wouldn't say I don't know which is the word in English, but in Spanish it's the word means it's like when it's a natural disaster, we use that word for that.

Larry [00:20:44] Like an apocalypse perhaps, or. I don't know. Yeah, no, I think I know what you mean. Wow, that's quite interesting.

Britney [00:20:55] For example, when there's a hurricane saying, it sinks the whole city is like a disaster. Yeah, something. Yeah, it's not but something but something. But there's a specific word for that kind of events, and that's the word they put to Ganon in the Spanish. And the game is called that La Era del Cataclismo is in Spanish, which which it's really you feel like that you watching everything being destroyed, you're watching everything being ruined by by Ganon and everything.

Britney [00:21:30] So doing the kind of of of play of words in the Spanish and in watching everything on the game, it's like, yeah, you feel like you live and you're trying to survive on that event.

Britney [00:21:45] And it's what happens here. It's like Hyrule trying to survive this.

Larry [00:21:51] Amazing. That's incredible. Yeah. Were there any were there any other points or things that kind of stood out for you before we kind of get to the point of whether we recommend this game for people or not?

Britney [00:22:06] Um, yes. I would say there is another thing that it's it's really interesting and probably not I'm not sure if this is the moment, but.

Britney [00:22:17] The at the end gives you more questions than answers and, you know, there is a moment when you finish the game, you have 2000 miles. The first is, thank you, Nintendo. I love you. And this is what the hell out of you are going to do now, because it's open the door to many possibilities in many ways also. Yeah, it's like I'm not sure if they're going to do a DLC, which I will be so happy if that's how the game is completely.

Britney [00:22:55] It's it's a full game. It' doesn't need a DLC, but it will be a really appreciate it a DLC.

Britney [00:23:04] But or even if they want to use this kind of some reference to Breathe Of The Wild 2 , I don't know what they are planning to do. It is like the theories and everything is like to the top of the roof.

Larry [00:23:18] No, totally. I'm there with you. I mean. The thing that I walked away from when the game ended was we're actually thinking about whether or not they'll take on elements of this story, right. To continue in the Breathe Of The Wild 2 to it almost feels like it's going to be a stand its own standalone story, because then it makes it easier for the development team to focus on just that, that that genuine kind of follow up sequel. Right. And so it can become its own particular kind of story. If we think about comics in the same sense, you have like the what if comics within the Marvel Universe. Right. Which some people take on as kind of other people don't necessarily is there for you to take or not?

Larry [00:24:05] Yeah, you know, yeah, I.

Larry [00:24:09] Walking away from this, I'm I'm expecting, however, whatever way that Nintendo go, that there's kind of no excuse for not building on the story with Breathe Of the Wild 2 now now that they, you know, and they must have experienced or played for the developmental process, Hyrule Warriors now that that game has come out in the story, it's like there's kind of no excuse now. Like, that's what I want. And, you know, you better make sure you you know, you build on what is an engaging story or engaging a set of ideas. Oh, we didn't talk about the other length of the game. How long how long did it take you to complete Britney? It took me it took me about 50 hours to come to complete. So the thing to mention without spoiling that there are additional missions that you can do after finishing the game. I didn't do the additional missions, but I did every I did pretty much every single side mission in lead up to completing the game. So I did that. How about how about you, Britney?

Britney [00:25:10] Yeah. You mean to discover the secret characters, secret.

Larry [00:25:14] there are very secret characters,. Yeah. Yeah. So I did and I unlocked a few. I think that basically like one or two more for me to, to unlock.

Britney [00:25:22] Yeah. OK, right. And so this is interesting because the game is really, really addictive. You know, I just started to play the game and they you find a secondary I said, I'll go for that. Then, you saw another one, Well I just need a little bit I just want lizard to complete this task.

Larry [00:25:43] Yes. You've got to do this mission again. Right. Yeah.

Britney [00:25:46] So eventually you're doing all this secondary missions. You said I'm not going anywhere on the main story. So it's something it's really appreciate the other game that.

Britney [00:26:02] Because sometimes there are games when you found secondary missions, that can you said what, I should do this, but in this case you're like, OK, I need to get this. I need to get this to power up my my warriors is to get new a new items because you get some resources to do open new missions and stuff like that. And it's like you you start to trade a lot with different stuff that you don't realise. You're doing more on the secondary mission, rather than on the main story.

Britney [00:26:35] So I came up, I always say when I was around twenty five hours or something like that, I say, OK, I'm on chapter three. It's like it's going to be seven chapters around thirty five hours, something like that, to finish the game. But because I started to leave the secondary missions aside, only doing some of them to power up or get or getting on the level that they're the main story requires. Yeah but yeah it's totally addictive. You know,.

Larry [00:27:10] I'm with you. I mean, you know, as you heard, like I stayed committed. I did I did all those secondary missions until I finish. And I guess one of the things that happened to me, which is what happens to me when I finish a lot of video games. And and for those of you listening, you know, for me, playing video games person is like reading a book like if there's like a sequel to a book or whatnot. And and it's there's an engaging element enough that I'll continue. But I kind of almost felt story wise once I finished Age of Calamity, even though there were additional missions, I was like, I'm done with the game. I

was addicted to it, but it's like I'm done. I want to go and play another game now, you know, Astral Chains calling me, you know, some of my other games are calling me, so, you know, but I guess. Yeah, that brings that brings us to the next point recommendation. So so let let's let's split it up into two things for people who who who have played the Breath Of The Wild or legends in the game, the Legend of Zelda game series. Would you recommend this game to somebody who has played games within the Legend of Zelda series or and particularly Breath of the Wild?

Britney [00:28:20] Well, I would say it's a must to play first Breathe Of the Wild, however, you can still get. Get to the story and get to the characters, but I would say, yeah, it's a must if you want to build that relationship, that emotional connexion with the characters, because some of the characters I followed them, for example, Urbosa I love and I love her own Breathe Of The Wild I'm with you. I mean, that's why you saw her strong personality and everything.

Britney [00:28:52] And if I haven't played Breathe Of The Wild, I probably Urbosa will be just another champion on the Hyrule Warriors. Oh, yeah. It's a must to play a first Breathe Of the Wild and then Age Of Calamity for me. But you still can play the order you want to first Age Of calamity.

Larry [00:29:12] And what would you. But what would you recommend it even if let's say somebody is thinking of buying it and they just haven't played Breathe Of The Wild. What would you would you recommend the game.

Britney [00:29:24] It's a it's a piece of game. I mean, like a masterpiece for me. Yeah, I we'll say yes, yes, I recommend it, but I will always also advise and say you want to get the most of that play first Breathe Of The Wild. Yeah. And yeah, and it's totally like as I said before, it's a different Musou, it's not like the, warriors is in English. It's sort of a different warrior games, is not is settle, I would say also they, there's going to be new warrior games in the future, taking bits from Age Of Calamity.

Britney [00:30:08] I mean, they they didn't reinvent the full, the full a set of the template, but they bring some interesting, interesting additions. Like the way on combat when you can move to and in attack them. So it's it's like interesting the way that it came to probably properly from Breathe Of the Wild. And I will say some new new warriors in the future will probably take basing. It was something that you will see in the future in future warriors.

Larry [00:30:46] Yeah. Yeah. Now I'm with you. I think, you know, overall, whether you've played legend of mixing up my words to the Legend of Zelda games in the series or not, it's a cool game to play. Um, it's it's different. But but then also, for those of you who have played Legend of Zelda games in the past, it's different from your usual. It's a different type of system. But I found it enjoyable. I found it interesting. And like Britney said, the story's so cool. It's it's really well told. And it'd be amazing to see a sequel. Um, yeah.

Larry [00:31:27] You heard it from us first.

Britney [00:31:30] Or an anime series. Oh, gosh. Oh, not something I really learnt from. This is like. Link doesn't need to speak or do something else to be there. He only needs to get out there and kill people. And the narrative could be, in other words, like you say at one time, it's just a placeholder for us to see what's going on around. That's right. So it will be nice if they develop a series based on the other characters and link only being the connexion between all the all the characters. It's really nice because that something didn't

work in previous Legend Of Zelda series or even games. When you see some horrible games like The Adventure of Link or weird games or for weird consoles like the Wand Of Ganon. Yeah, well, horrible games not gonna talk much about that,.

Larry [00:32:31] But go there, even when you were saying that, it just it may be even think about the old the old Legend of Zelda cartoons. You remember those were like, oh, my gosh,.

Britney [00:32:41] I never seen that they never broadcast in my country.

Larry [00:32:44] Right. Yeah. Well, I'm going to try and find some YouTube links for you. Like, so like I said earlier on, you know, my son play the game. He's got the game. He really loves the Legend of Zelda series. He loves Mario games as well. And so, like, you know, when he was younger, he would watch some of the other Legend of Zelda series like the cartoons and. Yeah, but, you know, they're good to just laugh at. I'll put it that way. Don't don't don't take it seriously if you do.

Britney [00:33:12] Yeah, I can imagine that. I thought it was a serious perspective. Yeah. A series following this. like cutscenes format with Link only being a connexion it will be really nice.

Larry [00:33:26] And with you on that I'm with you on that.

Britney [00:33:28] I will, I will watch it a thousand times.

Larry [00:33:30] Well let's, let's wait and see, you know, how the Big N. That referred to kind of do things. It's always a secret until the last minute. Anyway, it was so amazing to be able to share this point of interest and love of gaming. But this particular game with you, Britney, and yeah, here's to hoping that will have hopefully some more conversations around other games and so on within The Mic Drop.

Britney [00:34:00] Yes, please

Larry [00:34:01] Well, thank you very much for listening. I'm Larry Achiampong and you're also listening to Britney. This is the mic drop.

[00:34:10] Take care