

Midna

In most Legend of Zelda games, the player receives help from a friend who provides basic gameplay information, and useful clues concerning how to advance the storyline. In The Twilight Princess, it is the Twili called Midna who takes on this role.

With a hidden agenda of her own, she helps Link (who was captured and transformed into a wolf) escape from the dungeon he's in, in exchange for his services to find the missing pieces of the Fused Shadows she seeks. But unlike the fairy companions Navi and Tatl from Link's outings on the N64, Midna can do much more than just offer advice; she has many powers of her own, which prove invaluable during Link's quest.

Bossy and arrogant, Midna quickly became every gamer's favourite little imp and in 2006, she was voted "Best new video game character" by Nintendo Power readers. I guess people like being bossed around by imps half their size. ;o)







