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by Falagar / Articles, Horizon / 07 Aug 2020 Tips and Tricks for BeginnersTalk to every new vendor you meet: Even if youre not interested in buying anything, you can grab a Free Sample Loot Box from a merchants Treasure Boxes category, which will contain an assortment of helpful crafting items. Buy the Golden Fast Travel Pack ASAP: Fast travel
in Horizon Zero Dawn requires using a consumable item that you must craft or purchase, appropriately called a Fast Travel Pack. However, some vendors also sell a Golden Fast Travel Pack, and youll want to find and buy one as soon as you can. This valuable item is buried in a merchants Resources category and unlocks unlimited fast traveling. Youll
only need a handful of shards, some fatty meat, and a fox skin to buy it, so make it a top priority, and then fast travel as often as you please! Hold onto crafting items/enemy drops: Even after maxing out the capacity of your resource satchel, youll be surprised how quickly it can fill up thanks to all of the loot youll be collecting. However, there are some
things you should consider before you go on a major selling spree at your local merchant. Naturally, youll want to hold onto at least a few stacks of every crafting component thats used to make ammo you dont want to hold onto at least a few stacks of every crafting component that downed machines award. These
items can fetch you a pretty penny from merchants, but they are also required to buy some outfits and weapons, in addition to the main currency. So, what should you sell? Check the used for descriptions of the items in your damage
limits: Most of Horizons crafting items are plentiful. Still, the one bottleneck I frequently ran into was wire the common resource is used in many arrow types, including the heavy-hitting precision arrows. As such, its worth experimenting with different arrows and figuring out what your damage limits are. Can you one-shot a human enemy with a
regular arrow to the head instead of a precision arrow? Can you take out an elite enemy with a double shot? What if you slot in your best damage mod? Figuring out when approaching battles. Complete the Tallneck and Cauldron activities: Many
Horizons side activities are standard fare for open-world games and can be freely skipped. However, Tallneck and Cauldrons missions are worth tracking down. Tallnecks are Horizons version of towers in Assassins Creed and reveal new areas on your map and points of interest. Theyre also more fun than ACs climbing challenges and change up the
formula as you progress. Cauldrons are also interesting, and while I dont want to say much for the sake of spoilers, completing them grants you the ability to override new machine types. Completing all the entries for both activities is worth doing before you finish the story. On the other handYou can skip the collectibles: Horizon has four different
collectibles scattered about the world: vantage points, ancient vessels, metal flowers, and Banuk figures. While the vantage points, in particular, provide a bit more depth to the lore, none of these collectibles are particularly vital; tracking them down will only net you a handful of metal shards and some mod boxes, which wont matter much in the end-
game scenario. The Hunting Trials probably arent worth it either: Aloy will stumble upon several different hunting grounds during her adventure, which offers the opportunity to earn special lodge versions of the war bow, rope caster, and blast sling. These are the most powerful weapon versions in the game but arent worth it in the long run. Why?
Well, to earn them, you have to complete all 15 trials under increasingly challenging conditions. Additionally, the weapons are marginally better than the Shadow versions of those weapons that youll have access to relatively early in the game. If you dig the challenge and variety of the hunting missions, then go for it otherwise, you can focus on
experimenting with different mod loadouts. Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, and so much more Talking Balatro, loot boxes, gacha games, ga
with it. With its dramatic shift in setting and its emphasis on toe-to-toe demon punch-outs, it looks like a hard left turn for the series. Nightreign isnt the broad open invitation to new fans that Elden Ring was though the chance to tag along with friends will certainly attract some new players. Instead, its a love letter to the fans who are looking for a
fresh way to experience the games mechanics with many challenging twists. A first-person, narrative-driven cozy horror puzzle game full of eccentric weirdos and friendly monsters, and environments are composed of actual physical materials. Teenage
Mutant Ninja Turtles: Tactical Takedown As the name implies, Tactical Takedown is a turn-based strategy game yet with the beat-em-up elements that are a classic part of TMNT adaptations. It comes from Strange Scaffold, developer of tons of indie favorites here at Polygon, from Clickolding to I Am Your Beast to El Paso, Elsewhere. Share copy and
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use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Horizon Zero Dawn has an extensive armory of weapons to use in combat (against both machines and humans). As the weapons get better and stronger, they also get more and more specialized. In this Horizon Zero Dawn guide, well teach you
about weapon modifications, and then move on to the 11 classes of weapons available in The Frozen Wilds DLC). Instead of just listing weapons and describing the weapons available in The Frozen Wilds DLC). Instead of just listing weapons and describing the weapons and describing the weapons and describing the weapons and then move on to the 11 classes of weapons and then move on to the 12 classes of weapons and then move on to the 12 classes of weapons and describing the weapons and describing the weapons and then move on to the 13 classes of weapons and then move on to the 14 classes of weapons and describing the weapons are weapons are weapons and describing the weapons are weapon
ways to use them. Every class of weapon (except for Aloys spear) has three versions to find. Youll start with the basic version of each usually given to you during the story or purchased from merchants. As you progress further into the game and farther into the game and game
indicating that its uncommon, the rare version will be the Carja variant of the weapons, and the very rare version will be the Shadow variants of some weapons added by The Frozen
Wilds DLC. The Carja and Shadow versions of weapons add a modification slot and a new type of ammo. Weapon modifications are like upgrade slots for modifications everywhere while playing Horizon Zero Dawn youll buy them from
merchants or find them by killing machines. Modifications adjust the stats for the weapons theyre equipped on. They do things like increase damage types, or improve handling (fire rate and speed). The benefits from modifications do stack, so you can get multiple increases by adding multiples off the same modification to a weapon. Aloys spear is your
basic weapon and tool. The spear isnt a specialized weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but that means its neither strong nor weak. Its just an all-around weapon, but the means its neither strong nor weak. Its just an all-around weapon its neither strong nor weak. Its just an all-around weapon its neither strong nor w
end of the main story, youll receive a new version of the spear, a lance that we wont talk about for the spear (or two for the lance). The Hunter Bow is your basic ranged weapon, as well as the first ranged weapon youll get. Youll
start with Hunter Arrows, which are your basic ranged ammo. The Carja Hunter Bow adds Fire Arrows that deal Flame damage and inflict the Burn status. The Shadow version adds Hardpoint Arrows that deal Flame damage and inflict the Burn status.
versions. The Banuk Striker bow adds the ability to overdraw (draw back your shot longer to add damage). Being your most basic ranged weapon, the Hunter Bow is a good generalized weapon. Since basic Hunter Arrows are cheap to craft, theyre useful for hunting animals (for crafting supplies) or just picking a fight from a distance. Fire Arrows will
inflict the Burn status and detonate the Blaze Cannisters found on most machines. Youl also find Blaze Cannisters in most Eclipse (human) camps. Detonating Blaze Cannisters found on most machines. You wont get other options for dealing Tear
damage until late in the game, so these are a valuable addition to your arsenal. Removing armor makes machines more vulnerable to attacks, while removing components gives you more valuable resources to pick up and removes capabilities from machines. Sharpshot Bows are like the sniper rifles of Horizon Zero Dawn because they greatly increase
the distance Aloy can fire. More importantly, though, Sharpshot Bows add useful new ammo options. Youll start with Precision Arrows that deal a (slightly delayed) blast of Tear damage. The final version introduces Harvest Arrows that dont deal much
damage, but theyre specialized for removing components and resources from machines. Basically, Sharpshot Bows increase your range for attacks. This makes them great for sniping human and machine enemies from a distance. The Carja and Shadow versions are where the Sharpshot Bows become even more useful. Tearblast Arrows, while
expensive to craft, are amazing for removing armor and components from machines most dangerous attacks. War Bows have a range similar to a Hunter Bow, but every type of ammo for the War Bow
deals elemental damage. That makes the War Bow great for specialized attacks from range. Youll start with Shock Arrows. These can detonate Power Cells on machines and (slowly) inflict the Stun status. The Freeze Arrows from the Carja version work in a similar way with Freeze Canisters and the Frozen status. The Shadow War Bow gives you
Corruption Arrows that drive targets to attack anything they see. The regular and Carja versions of the War Bow have pretty specialized uses against enemies with exposed Power Cells and Freeze Canisters. Being able to detonate those components is a great way to deal huge amounts of damage when you can hit them. The Corruption Arrows of the
Shadow version are a great tool to have. With those, you can start your attack from a distance and in cover. Once you inflict the Corrupting a strong enemy in a group of weaker ones will often do your job for you by making them fight among themselves and
weaken one another before you even get involved. Rattlers are a late-game weapon that you can think of as somewhere between a shotgun and a machine gun. Individual shots from a Rattler dont do much damage, but Rattlers fire rapidly (hence the name) and that damage adds up fast. The basic Metal Bolts are really only effective against
immobilized targets or when youre looking for crowd control. The Carja and Shadow versions of Rattlers, though, add Freeze and Shock damage respectively. This means youve got options for bows and Slings that deal greater amounts similar types
of damage, Rattlers dont seem immediately useful, but there are a few situations where theyre a great option. If you have an immobilized enemy, you dont have to worry about accuracy as much, and the Rattler is a great way to deal some general damage. More useful though, is the fast fire rate for elemental damage. This makes Rattlers great against
airborne enemies like Glinthawks and Stormbirds. Being able to sweep the weapon while dealing damage directly, but they dont deal any damage directly, but they dont deal any damage directly, but they dont deal any damage also makes it useful against cloaked Stalkers. Think of Ropecasters as harpoon guns. They dont deal any damage directly, but they dont deal any damage directly damage damage damage damage directly damage da
elemental damage. Instead, you get more powerful ropes that will tie down machines with fewer shots. When a machine is tied down, theyre immobilized and effectively stunned. At that point, you can run away and wait for them to free themselves, use the opportunity to override them, or plan your next step. Ropecasters are great for placing precise
shots without the hassle of your target moving around. More importantly, theyre a reliable way to immobilize machines to get you in close for an override or a critical hit. The best use of Ropecasters by far, though, is against flying machines to get you in close for an override or a critical hit. The best use of Ropecasters by far, though, is against flying machines to get you in close for an override or a critical hit. The best use of Ropecasters by far, though, is against flying machines to get you in close for an override or a critical hit. The best use of Ropecasters by far, though, is against flying machines to get you in close for an override or a critical hit. The best use of Ropecasters by far, though, is against flying machines to get you in close for an override or a critical hit. The best use of Ropecasters by far, though, is against flying machines to get you in close for an override or a critical hit. The best use of Ropecasters by far, though, is against flying machines to get you in close flying machines to
them much, much easier to defeat. Aloys Slings are really just slingshots that fire bombs. Think of it like a low-tech grenade launcher. Its the bomb part that makes them a great weapon, since they deal elemental damage over a large area. Youll start with Freeze Bombs that deal Freeze damage. Even against enemies with no weakness to ice, these
bombs are still capable of inflicting the Frozen status, which immobilizes targets and opens them to overrides or critical hits. Slings are your best mid-range weapon, and they deal huge amounts of elemental damage. While the ammo is expensive to craft, being able to deal area damage and inflict elemental status effects quickly make them useful in
almost any situation. Blast Slings are a specialized version of Aloys Sling. Theyre slower to fire and reload than regular Slings, but they add exciting new types of ammo. Youll start with Blast Bombs that deal Tear damage over a larger area than Hardpoint or even Tearblast Arrows. The Carja version adds Sticky Bombs. These bombs deal huge damage
and Tear damage. Additionally, theyre adhesive so they move with an enemy, delayed to give you time to get away, and undetectable until they explode. The Shadow version of the Blast Slings work a lot like regular Slings, but the specialized ammo means
theyve got slightly different uses. The Tear damage over a large area is great for removing armor and components from several small machines or one large one. The Proximity Bombs are a safer alternative to traps and are easier to place than Blast Wires from a Tripcaster. The best ammo for this weapon, though, is the Sticky Bomb. The delayed
explosion means you can reposition and hide again even after your attack. Even better, it means you can place multiple enemy without them noticing. This is especially great for herds of machines like Grazers where youll damage multiple enemies at once. The Tripcaster is an unconventional ranged weapon. It
fires out a tripwire for machines to detonate, much like placing a trap does. The benefit of the Tripcaster is that Aloy can fire it from cover and at a distance. Your basic ammo is a Shock Wire that will stun whatever sets them off. Youll get Blast Wires to deal Flame
damage. Tripcasters give you the benefits of traps without having to get as close to set them. Both traps and tripwires cover a little more area, which makes triggering them more likely. When you have time to set up an attack on a machine, the Tripcaster is a great way to start. Lay down a Shock Wire if you want to close
the distance early to attack in melee range or override the machines. Just note that Shock Wires deal no damage they only stun. Hitting a tough enemy with a Blast Wire before a fight even begins knocks loose armor and components, exposing weak points and disabling attacks. Tearblasters are like a handheld version of the Sharpshot Bows Tearblast
Arrows. Think of them as a sonic shotgun. Theres only one version of the Tearblaster and only one type of ammo. Tearblaster and to close range. A great use for them is against machines like Shell-Walkers with their
multiple components and many annoying weapons. Theyre also a great way to deal rapid Tear damage against immobilized enemies. Were lumping the weapons introduced in The Frozen Wilds DLC together. Theyre all specialized close-range weapons that deal elemental damage Flame, Ice, and Shock damage, as you might have guessed from their
names. The uses for these three weapons are directly related to the elemental damage and statuses, you cant go wrong with these. See More: Gaming Guides Horizon Zero Dawn 2017 video game 2017 video game 4017 video game 401
Games[a]Publisher(s)Sony Interactive EntertainmentDirector(s)Mathijs de JongeProducer(s)Lambert Wolterbeek MullerProgrammer(s)Michiel van der LeeuwArtist(s)Jan-Bart van BeekWriter(s)John GonzalezBen McCawComposer(s)Joris de ManThe FlightNiels van der LeeuwArtist(s)Jan-Bart van BeekWriter(s)John GonzalezBen McCawComposer(s)Joris de ManThe FlightNiels van der LeeuwArtist(s)Jan-Bart van BeekWriter(s)John GonzalezBen McCawComposer(s)Joris de ManThe FlightNiels van der LeeuwArtist(s)Jan-Bart van BeekWriter(s)Joris de ManThe FlightNiels van der LeeuwArtist(s)Jan-Bart van BeekWriter(s)Jan-Bart van Beek
4WindowsRemasterPlayStation 5WindowsReleasePlayStation 5WindowsWW: 7 August 2020RemasterPlayStation 5WindowsWW: 31 October 2024Genre(s)Action role-playing game[3] developed by Guerrilla Games and
published by Sony Interactive Entertainment for the PlayStation 4. A port to Windows was released in 2020 as the first in a series of PlayStation exclusive video games arriving on Microsoft Windows. The first installment in the Horizon video games arriving on Microsoft Windows was released in 2020 as the first installment in the Horizon video games arriving on Microsoft Windows.
The player uses ranged weapons, a spear and stealth to combat mechanical creatures and other enemy forces. A skill tree provides the player with new abilities and bonuses. The player can explore the open world to discover locations and take on side quests. Horizon Zero Dawn is Guerrilla Games' first intellectual property since Killzone in 2004 and
its first role-playing video game. Development began in 2011 after the completion of Killzone 3, with director Mathijs de Jonge considering it the riskiest idea pitched at the time. The game engine, Decima, was developed for Killzone: Shadow Fall and altered for Horizon Zero Dawn. Being set in a post-apocalyptic setting, anthropologists were
consulted to authenticate the world's decay over a millennium. The soundtrack was led by composer Joris de Man, featuring contributions from the Flight. Horizon Zero Dawn was praised by critics for its open world, story, visuals, combat, and
character models received some criticism. The game won numerous awards and sold over 24.3 million units by April 2023. An expansion, The Frozen Wilds, was released in November 2017. A sequel, Horizon Forbidden West, was released in November 2017. As equel, Horizon Forbidden West, was released for PlayStation 5 on 18 February 2022. Events in the game are reinterpreted in Lego Horizon Forbidden West, was released for PlayStation 5 on 18 February 2022. Events in the game are reinterpreted in Lego Horizon Forbidden West, was released for PlayStation 5 on 18 February 2022.
Adventures, which was released in November 2024. A remastered version of the game was released for Windows and PlayStation 5 in October 2024. Aloy using her spear against a WatcherHorizon Zero Dawn is an action role-playing game played from a third-person view.[4][5] Players take control of Aloy, a hunter who ventures through a post-
apocalyptic land ruled by robotic creatures.[6][7] Aloy can kill enemies in a variety of ways shooting them with arrows,[8] setting traps such as tripwires using the Tripcaster,[9][10] using explosives,[11] and a spear.[12] Machine components, including electricity and the metal they are composed of, are vital to Aloy's survival; she can loot their
remains for crafting resources.[8][13] Ammo, resource satchels, pouches, quivers, resistance, antidotes, health potions, and traps can all be crafted.[14] Weapons have modification slots for dealing more damage.[15] Aloy wears a Focus, a small earpiece that scans machines to determine their susceptibilities,[16] identify their location, their level, and
the nature of loot they will drop.[7] One machine, the Stalker, can enable cloaking technology to avert the gaze of Aloy's Focus scan.[17] Machines attack with defensive measures, and in either case react to a perceived threat by charging at it with brute force or projectiles. Exhibiting the behaviour of wild animals, some machines are
inclined to move in herds, and others, with the Override Tool, or sufficiently hit with corruption arrows, machines do not exert aggressive force against each other.[10] Aloy also engages in battle with human enemies, such as bandits and the Eclipse cult.[10][18]Aloy can dodge, sprint, slide, or roll to
evade her enemies' advances.[19] Hiding in foliage to ambush nearby enemies can ensure immediate takedowns.[8] Swimming may reach enemies stealthily or places otherwise unreachable on foot.[10] She is able to hack a selection of machines with the Override Tool, some of which can be turned into makeshift mounts.[12][20] Explorable ruins
called Cauldrons unlock additional machines to override.[21] The skill tree has three categories: "Prowler" concerns stealth, "Brave" improves combat, and "Forager" increases healing and gathering capabilities.[22] Upgrades in each category result in more adept use of the skills learned, with "Prowler" leading to silent takedowns, "Brave" to aiming a
bow in slow motion, and "Forager" to an enlarged medicine pouch. [23][24] Aloy attains experience points from individual kills and completing quests. [25] The Frozen Wilds added "Traveler", which unlocks the ability to jump off a mount to attack enemies. [26] The game has a seamless open world with a day-night cycle and dynamic weather system
[13][27][28]The map is composed of forest, jungle, desert, and snowy mountain regions.[29][21] Mountainous terrain is traversed with the employment of parkour,[30] and aided by the use of zip-lines.[31] Corrupted Zones constitute areas that heighten difficulty and are populated by corrupted machines that behave with more aggression.[12] To
tasks, like gathering materials, coming to the aid of individuals in danger of being killed, solving mysteries, assuming control of bandit camps, eliminating criminals and more difficult machines at any of the five Hunting Grounds,[10][34] and obtaining an ancient armour that makes Aloy almost impervious to damage of being killed, solving mysteries, assuming control of bandit camps, eliminating criminals and more difficult machines and more difficult machines and more difficult machines.
[15] A dialogue wheel is used to communicate with non-player characters. [16] Collectibles include vantages that offer visual information of the Old World, metal flowers that contain poetry, and old relics, such as ancient mugs and tribal artefacts. [35] The story is set in a post-apocalyptic United States, between the states of Colorado, Wyoming and
Utah, in the 31st century. Humans live in scattered, primitive tribes with varying levels of technological development. Their technologically advanced predecessors are remembered as the "Old Ones." Large robotic machines dominate the Earth. For the most part, they peacefully coexist with humans, who occasionally hunt them for parts. However, a
phenomenon known as the "Derangement" has caused machines to become more aggressive toward humans, and larger and deadlier machines have begun to appear. Four tribes are prominently featured: the Mora, the Banuk, the Carja, and the Oseram. The Nora are fierce matriarchal hunter-gatherers who live in the mountains and worship their
deity, the "All-Mother." The Carja are an empire of desert-dwelling city builders who worship the Sun. The Banuk consists of wandering clans made up of hunters and shamans who live in snowy mountains (Wyoming's Yellowstone National Park) and worship the "blue light" of the machines. The Oseram are tinkerers and salvagers known for their
 advanced weapons, metalworking, brewing, and talent as warriors. [10] There are also mentions of the Forbidden West, as well as some members of tribes from it, including the Utaru, an agrarian tribe, and the Tenakth, a warrior tribe. [36] Aloy (Ashly Burch) is cast out from the Nora tribe at birth and raised by a fellow outcast named Rost (JB Blanc)
As a child (Ava Potter), Aloy obtains a Focus, an augmented reality device that gives her special perceptive abilities. Aloy becomes curious about her origins and is told by Rost that if she wins the Proving, a competition to earn the right to become a member of the Nora, the tribe's Matriarchs might concede this information. Aloy spends some years
training in combat and survival under Rost's instruction. After coming of age, Aloy participates in the Proving; she wins the competition, but masked cultists attack the Nora. Rost sacrifices himself to save Aloy participates in the Proving; she wins the competition, but masked cultists attack the Nora. Rost sacrifices himself to save Aloy participates in the Proving; she wins the competition, but masked cultists attack the Nora. Rost sacrifices himself to save Aloy participates in the Proving; she wins the competition, but masked cultists attack the Nora. Rost sacrifices himself to save Aloy participates in the Proving; she wins the competition, but masked cultists attack the Nora. Rost sacrifices himself to save Aloy participates in the Proving; she wins the competition at the Proving is a second to the Proving is a s
within the Nora's sacred mountain and that these suspicious origins were the reason for her being an outcast. The Matriarchs name Aloy a "Seeker," allowing her to leave their lands in pursuit of the cultists. Aloy eventually learns that the cultists are part of a splinter Carja faction called the Eclipse and that Aloy was targeted due to her resemblance
to an Old World scientist named Elisabet Sobeck (also voiced by Burch). Aloy locates the ruined corporate campus of Faro Automated Solutions and discovers that the Old World was destroyed nearly a thousand years ago after Faro lost control of its automated peacekeeper military robots. The robots, which could self-replicate and consume biomass,
overran the planet and engulfed the biosphere, stripping Earth of life. Zero Dawn, a project spearheaded by Sobeck, was initiated to create an automated terraforming system to eventually deactivate the Faro robots and restore life to Earth over a period of centuries. [10][37]Aloy is contacted by Sylens (Lance Reddick), a secretive Banuk figure
interested in uncovering the fate of the Old Ones. Aloy learns that Sobeck was sent to a decommissioned Orbital Launch Base to complete Zero Dawn was a vast underground system of databases, factories, and cloning facilities controlled by a single
artificial intelligence, GAIA (Lesley Ewen), and her subsystems. Once all life had been extinguished, GAIA developed a countermeasure to deactivate the Faro robots and build her own animalistic machines to restore the Earth's biosphere. Once the planet was habitable again, GAIA's next goal was to reseed life on Earth based on stored DNA and
teach the first human clones not to repeat their predecessors' mistakes. However, Faro's founder and CEO, Theodor Faro, sabotaged APOLLO, the subsystem containing humanity's history, as he wished for mankind to be free of the mistakes of the past. The
Eclipse are secretly controlled by HADES (John Gonzalez), another of GAIA's subsystems designed to enact controlled extinction if the outcome of Zero Dawn was not favourable for human existence. Reaching Sobeck's office, Aloy obtains a registry to give her access to the door beneath the Nora's mountain. She is captured by Helis and sentenced to
death at the Citadel, but escapes with the help of Sylens. Aloy helps the Nora fight off the Eclipse and unlocks the mountain's door.[10][37]She finds a recording from GAIA, revealing that a signal of unknown origin caused HADES by self-destructing, but
failed and lost control of the other subsystems. Without GAIA to maintain the terraforming process, the entire system began to break down, leading to the Derangement. As a contingency plan, GAIA to maintain the terraforming process, the entire system began to break down, leading to the Derangement. As a contingency plan, GAIA to maintain the terraforming process, the entire system began to break down, leading to the Derangement. As a contingency plan, GAIA to maintain the terraforming process, the entire system began to break down, leading to the Derangement. As a contingency plan to break down, leading to the Derangement and the process are the process and the process are the 
Sobeck sacrificed her life to ensure the Faro robots would not find GAIA. Aloy manages to obtain the master override to destroy HADES. Sylens reveals that he founded the Eclipse, initially tempted by HADES intends to send a signal to reactivate the Faro robots to extinguish
life on Earth. Aloy kills Helis and helps fight off machines before stabbing HADES and activating the master override, ending the war. She journeys to Sobeck's old home, finds her corpse, and mourns her predecessor. In a post-credits scene, HADES is trapped by Sylens, who intends to interrogate HADES to find out who sent the signal that activated
it.[10]Aloy travels to the "Cut," the home of the Banuk tribe, after hearing word of dangerous machines appearing and a mountain belching smoke. She learns from Aratak (Richard Neil), chieftain of the largest Banuk clan, that the Banuk have been attempting to battle a "Daemon" on the mountain, "Thunder's Drum," which has corrupted the
machines of the Cut. However, their first attack failed, and their shaman, Ourea, disappeared afterward. Aloy searches for Ourea, coming across strange robotic towers that control and repair the corrupted machines. She finds Ourea, disappeared afterward. Aloy searches for Ourea, disappeared afterward machines. She finds Ourea, disappeared afterward machines.
intelligence the shaman calls the "Spirit." Aloy is able to make contact with the Spirit. Per Ourea agree to work together to save the Spirit. Per Ourea's advice, Aloy defeats Aratak in a hunting competition, taking his place as chieftain. She also discovers that
Aratak and Ourea are siblings.[38]Aloy, Ourea, and Aratak head for Thunder's Drum. They infiltrate the Old World facility built inside the mountain, where Aloy discovers that the Spirit is actually CYAN (Laurel Lefkow), a highly advanced AI designed to prevent the Yellowstone Caldera from erupting. Travelling further inside, they discover that the
Daemon has already overtaken much of the facility. However, CYAN suggests using lava from the caldera to destroy the infected areas while preserving the facility. It is also revealed that the Daemon is, in fact, HEPHAESTUS (Stefan Ashton Frank), another of GAIA's subsystems designed to manufacture machines. The group fights through
HEPHAESTUS' defences, and Ourea sacrifices herself to override CYAN's core, allowing it to escape. CYAN transfers its core systems to an auxiliary data center and initiates self-destruction of the facility. Aloy and Aratak narrowly escape. Aloy returns to the Banuk Shrine, where CYAN is waiting; the AI provides additional information about the Old
World but warns that HEPHAESTUS is still active somewhere and will continue to build machines explicitly designed to kill humans, which is why it tried to seize control of CYAN and its facilities. Returning Aratak to his previous position as Chieftain, Aloy departs the Cut.[38]Guerrilla Games began developing Horizon Zero Dawn following the release
of Killzone 3 in 2011.[39] When conceiving the idea for a new game, about 40 concepts were pitched. Among these was Horizon Zero Dawn, which game director Jan-Bart van Beek.[40][41] When this concept was chosen, a team of 1020 began
building prototypes of the game. [40][41] Approximately 20 different stories were written, exploring various concepts, such as different player characters. John Gonzalez, who previously acted as lead writer for Fallout: New Vegas (2010), was hired to write the game story as narrative director, with Ben McCaw as lead writer. The main elements of
the story and the character of Aloy remained intact since early development. [40] [41] [42] Upon the completion of Killzone: Shadow Fall in late 2013, the remainder of the staff began working on Horizon.
being reluctant about having the main character be female and conducted focus testing to see if such a decision was marketable. [45] The game had an estimated budget of over 45 million. [46] The game had an estimated budget of over 45 million.
dominant species. The team aimed to emphasise the game's exploration element by featuring a quest system, as well as including items throughout the world that can be used to craft or replenish health.[40] The team wished for the game to have a simple user interface design, specifically avoiding complicated menus for crafting, and considered the
game to be a technical challenge.[47] They felt that the game engine, Decima,[48] which was designed for games such as the Killzone series and loading. To discover how some game elements work differently in open world games, the
team sought help from talent in the design, art and technical fields.[47] In extrapolating the game world, Guerrilla turned to anthropologists and researched the formation of tribal cultures as well as how building materials would decay over a millennium.[41] The game's quest system and narrative design took inspiration from role-playing video
games, ranging from the "Relaxed" quest design of RPG Maker games to the "Strict" quest design of hack and slash games. They defined elements, with the team deciding the latter.[50]
[51]Lead composer Joris de Man used experimental instrumentation in the score. Lance Reddick and Ashly Burch's involvement was revealed in January 2017. [52] whose likeness was portrayed by Hannah Hoekstra, [54] and motion capture was performed by Amanda Piery in London. Following an auditioning process in
2014, Burch was called in to do the E3 2015 trailer and proceeded to work on the game for two years in Los Angeles, providing facial motion capture as well.[55]The game's soundtrack was composed by Joris de Man, the Flight, Niels van der Leest, and Jonathan Williams, with vocalist Julie Elven serving as the primary performer.[56][57] Lucas van
Tol, music supervisor and senior sound designer, provided the composers with a game design document, insisting on an intimate sound for the score. For the tribal theme, they experimented with bows on piano wire and resonator guitars (with layered tracks of harmonicas on top of the latter) and playing cellos with plectrums or the back of a bow to
convey how contemporary instruments would be played by someone to whom the instruments were unknown; de Man also used a contrabass flute and made synth pads from blowing on a Thai bamboo flute, noting "distant pads and ambiences, and wide, spread out chords seemed to work well". Circuit-bent synthesizers and percussive loops, run
through impulse responses of metal and iron being beaten, were devoted to making a thematic identifier for the machines based on technology and metal. Van Tol required that the music be supplied in stems so that different pieces could be combined. The positive response to the first E3 trailer's main theme led it to be included in the main menu.
The composers also did the motion capture for diegetic music vignettes, portraying in-game tribal musicians. [58][59] The four-hour soundtrack was released via digital music platforms on 10 March 2017. [60][61] The concept art as well as the game's codename, Horizon, were leaked in September 2014. [62] Horizon Zero Dawn was officially announced announced announced by the composers also did the motion capture for diegetic music vignettes, portraying in-game tribal musicians.
during Sony's E3 2015 press conference.[63] The game was featured as the cover story in the September 2015 issue of Edge and the October 2016 issue of Edge and Edge
February 2017 to be further polished.[67] It was released to manufacturing in late January 2017, [68] and launched to North American markets on 2 February 2017, in Europe, Australia and New Zealand on 1 March and Asia on 2 March for the PlayStation 4.[69][70] Horizon Zero Dawn is forward compatible with the PS4 Pro,[31] allowing it to run
up to 4K resolution.[71] In April 2017, a making-of documentary was released on Dutch public television.[72] By March 2017, a story expansion had already been set in motion.[73] New Game Plus, an Ultra Hard difficulty mode, additional trophies and aesthetic features were introduced with a patch released in July 2017.[74] The expansion, The
Frozen Wilds, was released on 7 November 2017.[75][76] The Complete Edition, which contains the base game, The Frozen Wilds, and all additional downloadable content (DLC), was released for the PlayStation 4 on 5 December 2017 and Windows via Steam and Epic Games Store on 7 August 2020 and GOG on 24 November 2020.[77][78] A tabletop
game adaptation is being developed by Steamforged Games. [79] A remastered version of the game, titled Horizon Zero Dawn Remastered, was released for Windows and PlayStation 5 on October 31, 2024, featuring more than 10 hours of re-recorded dialogues and various graphical improvements, including visual fidelity being upgraded to match the
quality of the sequel Horizon Forbidden West.[80]ReceptionAggregate scoresAggregatorScoreMetacriticPS4: 89/100[81]PC: 84/100[82]PC (Remastered): 85/100[83]PS5 (Remastered): 85/100[84]OpenCritic94%[85]Review scoresPublicationScoreDestructoid7.5/10[86]Electronic Gaming Monthly9/10[30]Game
 Informer8.75/10[87]GameSpot9/10[88]GamesRadar+4.5/5[89]Giant Bomb5/5[90]IGN9.3/10[92]PC Gamer (US)86/100[93]PCGamesN7/10[94]PCMag4/5[95]Polygon9.5/10[96]The Guardian4/5[91]Horizon Zero Dawn received "generally favorable" reviews from critics, according to review aggregator Metacritic.[81] Destructoid's Chris Carter
commended Ashly Burch and Lance Reddick for their performances, with the character of Aloy receiving credit for maintaining a "captivating" and "interesting" consistency in the narrative and action sequences. Carter also lauded the focus on exploration and discovery, which he said grew more effective as he traversed more of the land. The game
world itself was subject to compliment for its "beautiful" day-night cycle and weather system. According to Carter, the challenging nature of the machines and varied methods with which to battle them brought a real sense of fun to the combat.[86] Matt Buchholtz of Electronic Gaming Monthly likewise praised Burch as well as the game world, which
he found to be mesmerizing. Considered the most powerful part of the game, the Focus feature gained approval for complementing the combat in a way that "forces you to become a hunter".[30] Writing for Game Informer, Jeff Marchiafava opined that, unlike with other open world video games, searching for audio logs and emails provided the plot
 with a "remarkable sense of discovery". He was thankful that story-based missions dominated the overall experience, arguing that they worked to detail the world and inspired gameplay variation.[87]Peter Brown at GameSpot reflected on Aloy's character development with amazement. One constant thrill to Brown came from combating the machines
which he said took the spotlight and never lost its flair. He appreciated also that the main quests encouraged one to explore the environment. [88] Zoe Delahunty-Light, writing for GamesRadar+, was fascinated with the intricacies of the world and found integral value in the lore scattered among the ruins. She echoed Brown's view that fighting
machines maintained excitement throughout. [89] Giant Bomb's Jeff Gerstmann declared Horizon Zero Dawn as "a near-perfect story" with a satisfying conclusion, and emphasised that it contained substantial depth. [90] Lucy O'Brien at IGN admired its weight in meaning, while welcoming the charm of the protagonist's personality. A considerable
impression was made with the combat, which was stated as the most compelling accomplishment. [92] Writing for Polygon, Philip Kollar applauded the game as what he dubbed the "refutation" of Guerrilla Games' past work, a change of pace he described as "refreshing". Aloy was observed to be perfectly coupled with the story in that she offered the
curiosity to seek out its many mysteries. Kollar perceived the Focus as "key to combat" and the machines as engaging foes in battle.[96] Colm Ahern of VideoGamer.com wrote in his verdict, "Destroying large robot beasts while frantically switching between weapons is intoxicating, but the strength of Horizon Zero Dawn is in Aloy's engaging quest to
find out who she really is".[97]Conversely, Carter saw the characters beyond Aloy and Sylens as uninteresting and bland in their designs. He also disparaged the human artificial intelligence as being worse than that of the machines.[86] To Buchholtz, the weapon system in relation to ammunition appeared convoluted; the ability to only purchase one
item at a time "a massive oversight"; and Aloy's ability to only grab marked ledges was confusing for a "parkour master".[30] Marchiafava's only major criticism was that it held too familiar roots with established open world formula.[87] Although Brown drew enjoyment from other aspects of combat, he disparaged the melee for its ineffectiveness and
simplicity.[88] Delahunty-Light concurred that the melee fell short of its potential, and also took issue with the jumping mechanic.[89] O'Brien felt the dialogue occasionally contradicted the otherwise intelligent narrative.[92] Kollar bemoaned the character models as its one visual shortcoming.[96]Game director Yoko Taro listed it as one of his
favourite PlayStation 4 games.[98] Entertainment Weekly ranked it as the fourth best game of 2017,[99] GamesRadar+ ranked it second on their list of the "Top 50 Games of 2017.[101] The Verge named Horizon Zero Dawn as one of the 15 Best Games of 2017.[102] In
Game Informer's Reader's Choice Best of 2017 Awards, it took the lead for "Best Sony Game", coming up in second place for both "Best Sony Exclusive" in their Best of 2017 Awards, and also gave it the awards for "Best Story" and "Best Character" (Aloy) in their
2017 Action Game of the Year Awards.[105][106] EGMNow ranked the game third in their list of 25 Best Games of 2017,[107] while Polygon ranked it eighth on their list of the 50 best games of 2017,[108] The game won the Gold Prize and Users Choice Prize at the 2017 PlayStation Awards.[109] It was nominated for "Best PS4 Game" at Destructoid's
Game of the Year Awards.[116] In 2018, it won the awards for Best Ps4 Game, Best Performance for Ashly Burch, Best Story, Best Post-Release Content, Best Story, Best Post-Release Content, Best Ps4 Game, Best Ps4 Game, Best Ps4 Game, Best Ps4 Game, Best Ps4 Fro at PlayStation Blog's Game of the Year Awards.[117]Horizon Zero Dawn was the best-selling game
during its release week in the United Kingdom.[118] It surpassed No Man's Sky as the biggest launch of a new intellectual property on the PlayStation 4 and was the most successful launch of any kind on the platform since Uncharted 4: A Thief's End,[119] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease week in the United Kingdom.[118] as well as Guerrilla Games' biggest debut to date.[120] The game sold close to 117,000 units irrelease well as Guerrilla Games' biggest debut to 117,000 units irrelease well as Guerrilla Games' biggest debut to 117,000 units irrelease well as Guerrilla Games' biggest debut to 117,000 units irrel
its first week in Japan, becoming the second best-selling game that week.[121] Horizon Zero Dawn was the second most downloaded game on the North American PlayStation Store for February, only one day of sales was counted.[122] Within two weeks it sold 2.6 million units.[123][124]It
was the best-selling game in its week of release in Australia.[125] In March 2017, it was the second best-selling game on PlayStation Store that month.[127] It was ranked number one in the UK sales chart in April 2017, while hitting eighth
place in the Japanese chart.[128] By February 2019, over 10 million units had been sold, making it one of the best-selling PlayStation 4 games.[129]In an effort to increase profitability, in 2020 Sony decided to begin porting their first-party titles to PC.[130] Horizon Zero Dawn released on PC in August 2020 and had a successful launch, moving over 10 million units had been sold, making it one of the best-selling PlayStation 4 games.[129]In an effort to increase profitability, in 2020 Sony decided to begin porting their first-party titles to PC.[130] Horizon Zero Dawn released on PC in August 2020 and had a successful launch, moving over 10 million units had been sold, making it one of the best-selling PlayStation 4 games.[129]In an effort to increase profitability, in 2020 Sony decided to begin porting their first-party titles to PC.[130] Horizon Zero Dawn released on PC in August 2020 and had a successful launch, moving over 10 million units had been sold, making it one of the best-selling PlayStation 4 games.[129]In an effort to increase profitability, in 2020 Sony decided to begin porting their first-party titles to PC.[130] Horizon Zero Dawn released on PC in August 2020 and had a successful launch, moving over 10 million units had been sold, making it one of the best-selling porting their first-party titles to PC.[130] Horizon Zero Dawn released on PC in August 2020 and had a successful launch and ha
 700,000 digital units.[131] By March 2022, that number had increased to about 2.4 million units.[132]In May 2023, it was announced on the official PlayStation blog that as of 16 April 2023, the game had sold over 24.3 million units.[133]Award nominations for Horizon Zero DawnAwardDateCategoryRecipient(s)ResultRef.Annie Awards3 February
2018Outstanding Achievement for Character Animation in a Video GameGuerrilla, Richard Oud, Kevin Quaid, Niek Neervens, Jonathan Colin, PeerLemmersNominated[134]British Academy Games Awards12 April 2018Artistic AchievementGuerrilla Games / Sony Interactive Entertainment EuropeNominated[135][136]Audio
AchievementNominatedBest GameNominatedGame DesignNominatedMusicNominatedMusicNominatedOriginal PropertyWonPerformerAshly Burch as AloyNominatedD.I.C.E. Awards22 February 2018Game of the YearNominatedOutstanding
Achievement in AnimationNominatedOutstanding Achievement in Game DirectionNominatedOutstanding Achievement in Game DirectionNominatedOutstanding Achievement in Game DirectionNominatedOutstanding Achievement in StoryWonOutstanding Technical
AchievementWonOutstanding Achievement in CharacterAloyNominated[139]Best Action GameWonBest PlayStation 4 GameWonGame Audio Network Guild Awards22 March 2018[140]Audio of the YearNominated[141]Music of the
YearNominatedSound Design of the YearNominatedBest Original Soundtrack AlbumNominatedBest Original Choral CompositionWonGame Critics Awards July 2015Best of ShowNominated[142][143]Best Original GameWonBest Console
TechnologyWonBest Visual ArtNominatedGame of the YearNominatedGame Some Awards 19 August 2016Best Preview/VisionWon[149]Golden Joystick Awards 18 November 2017Best Visual DesignRunner-upBest PlayStation GameWonUltimate Game of the
 YearRunner-upBest AudioNominatedBest Gaming PerformanceAshly Burch as AloyWonIvor Novello Awards21 September 2017Award for ExcellenceGuerrilla Games / Sony Interactive EntertainmentWon[156]SXSW Gaming
2016Nominated[161]7 December 2017Game of the YearNominatedBest Action/Adventure GameNominatedBest Art DirectionNominatedBest Art 
EuropeNominated[164]DiversityNominatedRole Playing GameWonWriters Guild of America Awards11 February 2018Outstanding Achievement in Videogame WritingJohn Gonzalez, Benjamin McCaw, Ben Schroder, Anne Toole; Dee Warrick, Meg JayanthWon[165]Main articles: Horizon Forbidden West and Horizon Call of the MountainIn June 2020
Guerrilla announced a sequel titled Horizon Forbidden West. It was released on 18 February 2022.[169] Lego Horizon Adventures, which reinterprets announced in January 2022 and was released 22 February 2022.[169] Lego Horizon Adventures, which reinterprets announced in January 2022.[169] Lego Horizon Adventures, which reinterprets announced in January 2022.[169] Lego Horizon Adventures, which reinterprets announced in January 2022.[169] Lego Horizon Adventures, which reinterprets announced in January 2022.[169] Lego Horizon Adventures, which reinterprets announced in January 2022.[169] Lego Horizon Adventures, which reinterprets announced in January 2022.[169] Lego Horizon Adventures, which reinterprets announced in January 2022.[169] Lego Horizon Adventures announced in January 2022.[169] Lego Horizon A
the events of Zero Dawn in a Lego-themed environment, was released on 14 November 2024.[170]In January 2025, Sony announced that a film adaptation productions and Columbia Pictures.[171][172]^ Windows version ported by Virtuos, with additional work by Nixxes Software[1][2]^ Santa Maria, Alex
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Until then, we wait." This article contains heavy spoilers. Read ahead with caution. "I've picked up a thread that may lead to a greater tapestry, but it will require more research." This article or section does not reflect changes introduced by new releases in the series. You can improve this page by updating the contents. Post-Faro Plague planet Earth in the 31st century. Map of Horizon Zero Dawn. Map of Horizon Forbidden West is filled with many diverse, beautiful environments and locations. Cities such as Meridian and Sunfall are where Aloy can find new quests and characters to interact with. The environments consist of rich jungles in the south, cold forests and fields on the mountains and hilltops in the east, and an arid and dusty desert-like plateau in the middle and northern parts of the map. Horizon Zero Dawn's world spans a wide range. The approximate width of the map, assuming that each unit step is equal to an imperial foot, is around 20,000-21,000 feet, or about 4 miles. Aloy can also use the map to fast travel between certain places like settlements, Gates, Hunting Grounds, Campfires, and landmarks such as Rost's Grave. It also includes information on location such as Ruins, Cauldrons, Machine sites including Tallnecks and Corrupted Zones, Quests, and Collectables including Vantage Points, Ancient Vessels, Metal Flowers, and Banuk Figures. Capitals (With Real-Life Comparisons)[]Horizon Zero Dawn[] Horizon Forbidden West[] Real World Basis[]The game world is located in what was previously Colorado, Utah, Wyoming, California and Nevada. Vantage points reference real world locations such as Denver, Colorado Springs, and Bryce, UT. Locations such as Lake Powell and Bridal Veil Falls are directly based on their real-life counterparts, while the Air Combat Academy, the Sterling-Malkeet Amphitheater, and Denver Stadium take inspiration from real-life locations. Compared to real-life, the world featured in Horizon Zero Dawn is scaled down by approximately 107.5:1, with the several hundreds miles of real-world geography being condensed to only a few miles. Guerrilla Games stated that the reason for the massive scaling down of the world was to provide a denser gameplay experience. USA - West Region[] See also: List of Real Locations in Horizon Zero DawnList of Real Locations in Horizon Forbidden WestReal World Location InfoRoad Signs[]Nora, Carja/Shadow Carja, and Oseram settlements have road signs usually contain triangles, all appearing to represent mountainsCarja and Shadow Carja signs usually show diamonds, possibly depicting a sunOseram signs include circles, perhaps depicting the wheelOther, unaffiliated road signsGallery[] The world of Horizon Zero Dawn including The Cut, which was added with The Frozen WildsHZD + TFW map mostly filled in

Tips to play horizon zero dawn. Horizon zero dawn tips. Horizon zero dawn starting tips. Zero dawn horizon tips and tricks.