

## TABLE OF CONTENTS



## **USER GUIDE**

Story	3
Start your game	5
Options	7
Records	8
Controls	9
Screen Game	10
Select Objects	11
Dungeons Map	12
Some items	13
Ended Game / Credits	14

## STORY

According to the legend, whoever touching the Triforce would see his wishes granted. This object was resting in the hidden Golden Land; a lot of adventurers looked for it... in vain.

One day, maybe by chance, using black magic, a thief named Ganondorf opened a way from the peaceful kingdom of Hyrule to the Golden Land and there, found the Triforce.

Become powerful thanks to it, Ganondorf, developed into Ganon, set about conquering Hyrule.

Knights of Hyrule, protector of peace and faithful to King of Hyrule, tried to stop Ganon, But alas, they was not able to face up to Triforce power.

Whereas all hope seemed to be lost and Ganon thought he get the victory, King called 7 wise men and asked them to forge a weapon able to defeat the devil.

Wise men forged the Sword of Evils Bane, Master Sword, who allowed the Knights of Hyrule to eventually repelled Ganon.

So then King asked to wise men to seal the way to the Golden Land, in such a way that Ganon never would be able to escape.

Ages later, when remembers get only legends, a wizard named Aghanim became known using magic to help Hyrule people. Quickly he was posted king counselor.

But he had darker projects. He used his magic to control castle's guardians, and then he made them kidnap the 7 wise men's descendant in order to seal their power into 7 crystals to get Ganon free.

He succeed, but what he didn't foresee, is that the last descendant of hylia knights, Link, alerted by a telepathic called of Princess Zelda, and armed with legendary Master Sword, would triumph over Ganon and get the Triforce back.

With the Triforce, Link restored peace in Hyrule and upraised the wise men's descendant. Then he handed the Triforce and the Master Sword over to princess Zelda.

Alas, Link's wish to the Triforce also upraised Ganon. And while Link is quietly asleep in his home deep in the Hyrule forest, Ganon and his henchmen get into the castle...



## START YOUR GAME

When you begin the game, press Enter to pass the logo and a new time to pass the title screen. So you arrive in this screen:



You have at your disposal three slot to save your game. Choose, with the keyboard arrows, an empty slot to start a new game or a filled one to load the game it represent.

If you choose a free slot, the game starts immediately after a short opening. But if you choose a saved game, you reach the following choice:



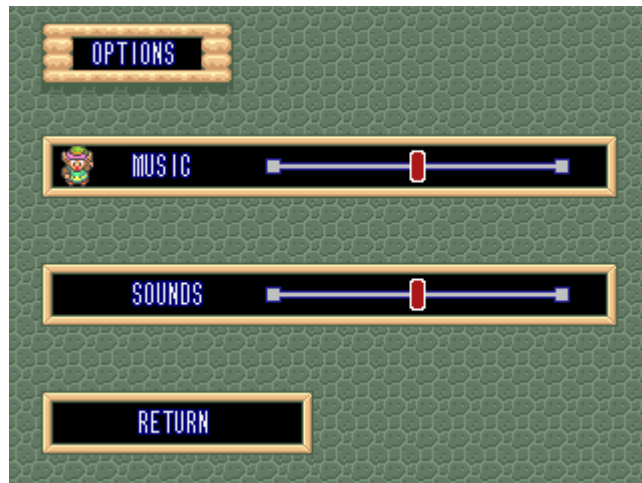
Select LOAD to continue the saved game, ERASE if you want to delete it or RETURN to go back on the previous choice.

Mind you if you load a saved game, the place where you restart will be the entry of the dungeon if you saved inside or in Link's home in all other case.

Also mind you a deleted game can't be recovered.

## OPTIONS

The player select screen also can drive you to the options menu. To do that, just put the pointer on OPTIONS and press Enter. Thus you arrive on the following screen:



In this way you can adjust as you want music and sounds level, placing the pointer on the good line and then using right arrow to increase and left arrow to decrease.

RETURN reaches you to the player select screen and save your modifications.

## RECORDS

The player select screen finally allows you to see the records you obtain during your various games. To do that, place the pointer on RECORDS and press Enter. You arrive on this screen:



So you can see your best time, as well as special ranks you obtain with your various games. These ranks are marked with a golden Triforce. To know how to get them, just place the pointer on the rank and press Enter.

RETURN drives you to the player select screen. If you choose ERASE you reset all your records.

## CONTROLS

In menus:

Move the pointer: Keyboard Arrows

Confirm: Enter

Quit the game: Esc

During the game:

Move Link: Keyboard Arrows

Run: Shift held or Caps Lock.

Use the sword: Z or W (if you possess one)

Great technique: hold Z (or W) to load, drop at the end of the tone to use spin attack.

Look around: Ctrl held + keyboard arrows

Use selected object: X (only when the selected object is useable)

Use gloves without set them up: C

See the map: P (outside or in a dungeon)

See defeated monsters: M (after finding it)

Open a chest/Read/Speak: Space

Select/Confirm/Pass: Enter

Access/Quit the selection item menu: Enter

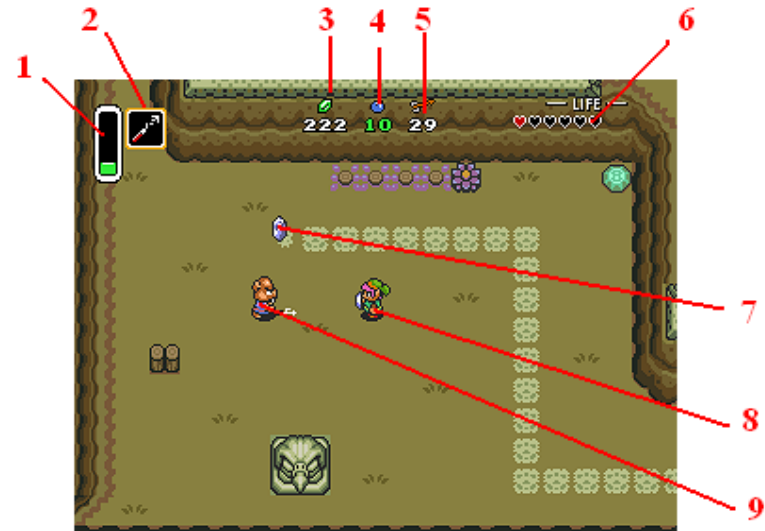
Quit/Save: Esc

At any moment:

Enlarge/Shrink: Ctrl + Enter

Quit the game: Alt + F4

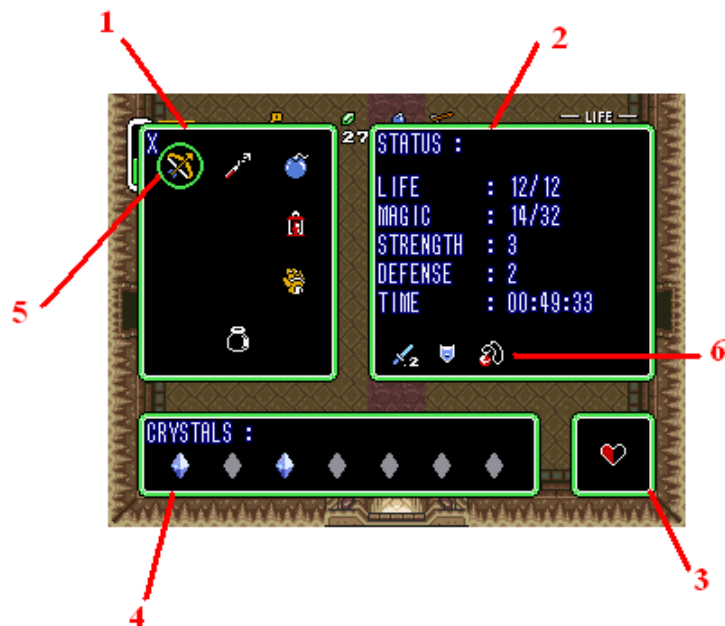
## SCREEN IN GAME



- 1: Magic meter
- 2: Selected object
- 3: Rupees owned
- 4: Bombs owned
- 5: Arrow owned
- 6: Life remaining
- 7: Object collectable
- 8: Link
- 9: Enemy

## ITEM SELECTION

Link has at his disposal a few weapons and items very useful. To access to them, press Start and you will reach this screen:



- 1: Selection items bolder
- 2: Link's status bolder
- 3: Found heart pieces bolder
- 4: Found crystals bolder
- 5: Selected item
- 6: Found useful object

To change the object you want to set up, use keyboard arrows.

NB: It's impossible to change an object when you are using it.

## DUNGEON MAP

When Link arrives in a dungeon, you always can see a plan pressing P, but instead of the Hyrule map, you will find this following screen:



- 1: Selection floor bolder
- 2: Map of the selected floor bolder
- 3: Found objects useful in the dungeon

NB: Floor plan only appear if you have found the Map. Boss and chests also appear if you find the Compass. Dark blue rooms are rooms that you don't already explore.

## SOME ITEMS...



Green rupees: unit of Hyrule currency.



Blue rupees: they are worth 5 green rupees.



Red rupees: they are worth 20 green rupees.



Recovery heart: refill until 1 heart of lost energy.



Magical decanter: refill a little of Link's magic meter.



Shield: raise Link's defense by one point.



Gloves: set up, they allow Link to carry and throw objects with X or without set them up, with C.



Small Key: allow to open latched door (one for each key) in the dungeon where it has been found.



Boss Key: allow to open the boss' door where it has been found



Dungeon map: allow to see the plan of the dungeon where it has been found



Compass: locate chests and the boss on the dungeon's plan.

## ENDED GAME

The game is terminated in following case:

- If your energy arrive to 0. (Press Enter to restart at the entry of the area.)
- If you press Esc and then choose to close your game.
- If you arrive to the ending.
- If there is a power cut.

## CREDITS

This game was created by Vincent Jouillat in C++ with libraries SDL, SDL\_image, SDL\_gfx and FMOD.

Illustrations (title screen and opening) were made by Raiden.

Translation was made by Lobalùz.

Graphics come from The Legend of Zelda: A Link to the past.

Musics and sounds come from various Zelda, and one music is from Star Ocean II.