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USER GUIDE

STORY

After the events in *Return of the Hylian*, Link should have lived a quiet life, far of the restless of his past fights.

But the destiny of Link decided other way. Right after his battles to save Hyrule, the one who had defeated Ganon observed he was afflicted with a mysterious curse...

Over the course of his anger, Link transformed himself into a creature of the darkness, a new being endowed with an unequaled strength named Oni Link.

When Link lost his control, his alter ego ravaged all he could find on his way even the village of the kingdom.

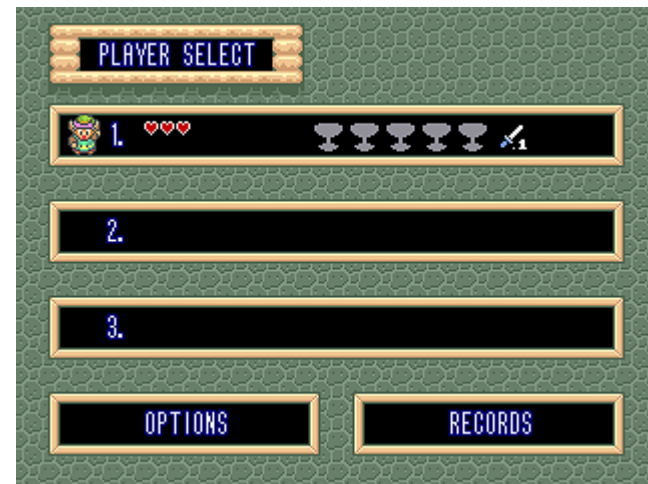
When they saw that no remedy could cure their saver, the people of Hyrule was forced to take a hard but necessary decision: they banished Link from Hyrule.

In despair, Link asked for an advice to the princess, seeking for a new hope.

Finally, Zelda talked to him about a portal leading to a secret world...

START YOUR GAME

When you begin the game, you first see the logo, press Enter to advance to the title screen and another time to arrive to the select player screen:



You have at your disposal three slots 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 represents.

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

OPTIONS

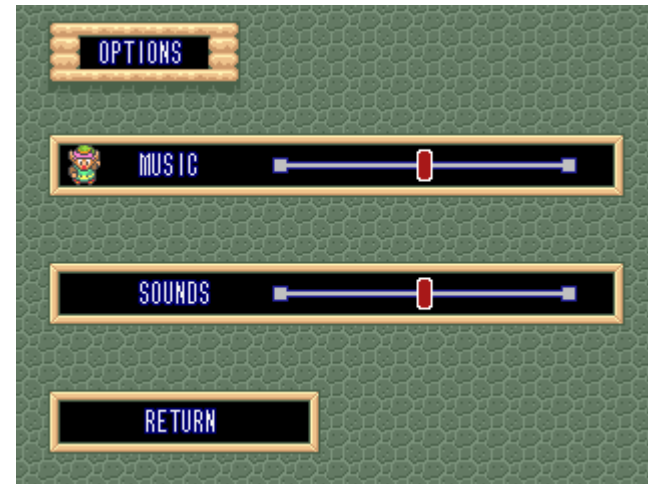
The player select screen can also drive you to the options menu. To do that, just put the pointer on OPTIONS and press Enter. Thus you arrive on the following screen:



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 era you were. (Home, dungeon, village, etc.)

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



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

RETURN takes you to the player select screen and saves 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 Graal. To see how to get them, just place the pointer on the rank and press Enter.

The Triforces represent the rank you obtained (or not) in Return of the Hylian.

RETURN takes you to the player select screen. If you choose ERASE you reset all your records in Oni-Link Begins.

CONTROLS

In menus:

Move the pointer: Keyboard Arrows

Confirm: Enter

Quit the game: Esc

During the game:

See the Help: F1

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: C

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

See defeated monsters: M (after finding it)

Teleportation: T (in a dungeon as Oni Link)

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

ONI LINK



During the game, Link will be likely to transform himself into Oni Link. This transformation occurs when the gauge of anger (in blue) reaches his maximum.

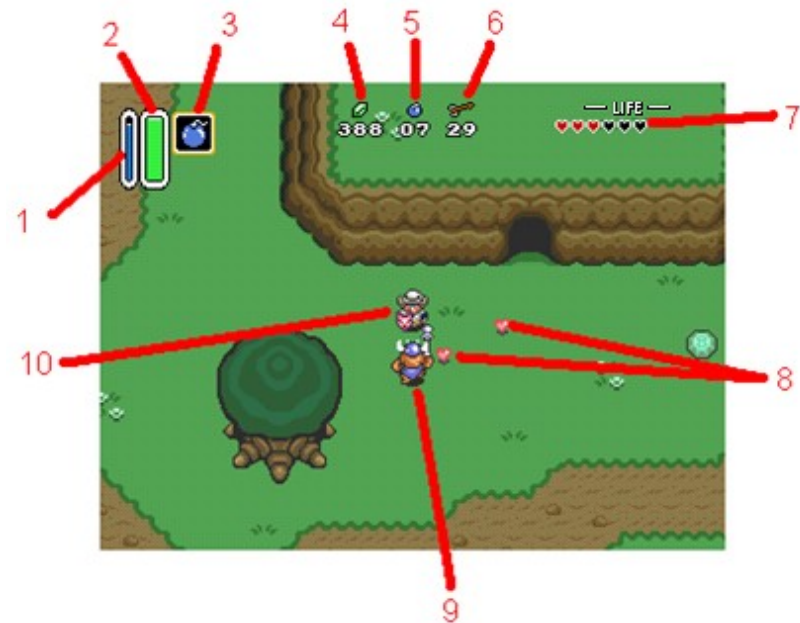
The gauge of anger increases if Link is hurt by an enemy or a trap or other. When a Graal is found, the gauge goes back to zero and his capacity rises by 5 points.

When Link is metamorphosed, his gauge doesn't increase anymore when he loses life, but decreases by one point each time Oni-Link defeats an enemy. When it gets empty, Link recovers his normal form.

Of course, Link and Oni-Link have different characteristics. Oni-Link has one point more than Link in strength, and one less in defense. Oni-Link's sword is also longer than Link's first sword.

Once metamorphosed, the items you can use pressing X are not available. However, Oni-Link has a useful power; he can teleport to the entry of a dungeon pressing T.

SCREEN IN GAME



- 1: Gauge of anger
- 2: Magic meter
- 3: Selected object
- 4: Rupees owned
- 5: Bombs owned
- 6: Arrows owned
- 7: Life remaining
- 8: Collectable Items
- 9: Enemy
- 10: Link (metamorphosed)

ITEM SELECTION



- 1: Selection items bolder
- 2: Link's status bolder
- 3: Found heart pieces bolder
- 4: Found gaals bolder
- 5: Link's appearance
- 6: Selected item
- 7: Found useful objects

Note: It's impossible to change an object when you are using it, or when Link is metamorphosed.

DUNGEON MAP

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



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

Note: Floor plan only appears if you have found the Map. Boss and chests also appear if you find the Compass. Dark blue rooms are rooms that you haven't already explored.

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: refills until 1 heart of lost energy.



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



Shield: raises 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: allows you to open latched door (one for each key) in the dungeon where it has been found.



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



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



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

END OF GAME

The game is terminated in the following case:

- If your life arrives at 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 at the ending.
- If there is a power cut.

CREDITS

Oni Link Begins is a game realized by Vincent Jouillat, based on an original story by Lobaluz. Harvestland and Solène Jouillat helped with the graphics; Raiden was the illustrator of the game (screen title and opening).

The translation from French was made by Lobaluz.

The game was created in C++ with libraries SDL, SDL_image, SDL_gfx and FMOD.

Graphics come from *the Legend of Zelda A Link to the past*, from *Secret of Mana* and from *Secret of Evermore*, with the exception of some new motifs and characters.

Music and sound come from different games as *Zelda*, *Star Ocean II*, *Final Fantasy 6*, *Perfect Dark*, *Metroid*, and others.