

TABLE OF CONTENTS



Story	3
Start your game	4
Options	6
Records	7
Controls	8
Screen Game	9
Items Selection	10
Dungeons' map	11
Some items...	12
End of Game	13
Credits	14

USER GUIDE

STORY

After the events in *Oni-Link begins*, princess Zelda put an end to Link's banishment and the hero could return in Hyrule.

In order to keep the secret of Termina's world, the princess had to hide the events that occurred there and she let the people of Hyrule living in an illusory peace.

Shocked by his banishment, and hardly assuming a status of hero he was not sure to deserve, Link went to live alone in a forest Zelda offered to him.

Meanwhile, Zelda started a great work of modernization in the country in order to meet the people requirement and to make the right impression in this time of peace.

However, both of them knew that the terrible Ganon could not be defeated, and that from the bottom of hell, he was gathering his forces with a view to attack Hyrule once again.

After a long and unbearable time spent looking for a sign of a future attack, an unexpected event came and started up back the legend...

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:



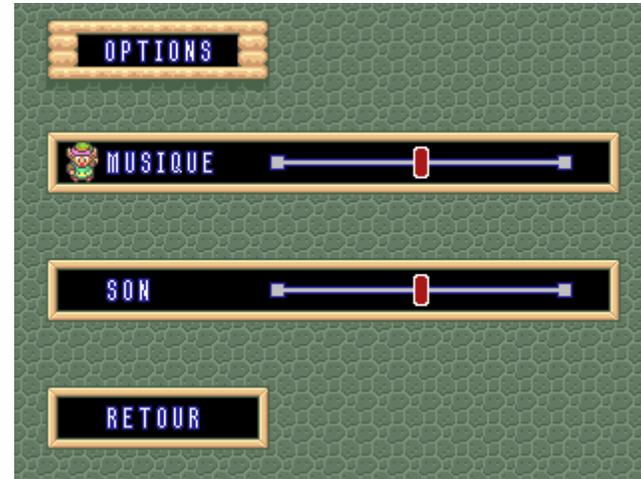
Select LOAD to continue the saved game, ERASE if you want to delete it or RETURN to go back on the previous choice.

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.

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:



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:



Thus you can see your best time, as well as special ranks you obtain with your various games. These ranks are marked with a Golden Ocarina. 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 and the golden graals your ranks in Oni-Link Begins.

RETURN takes you to the player select screen. If you choose ERASE you reset all your records in Time to Triumph.

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)

Lift an item: C (and C again to throw it)

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

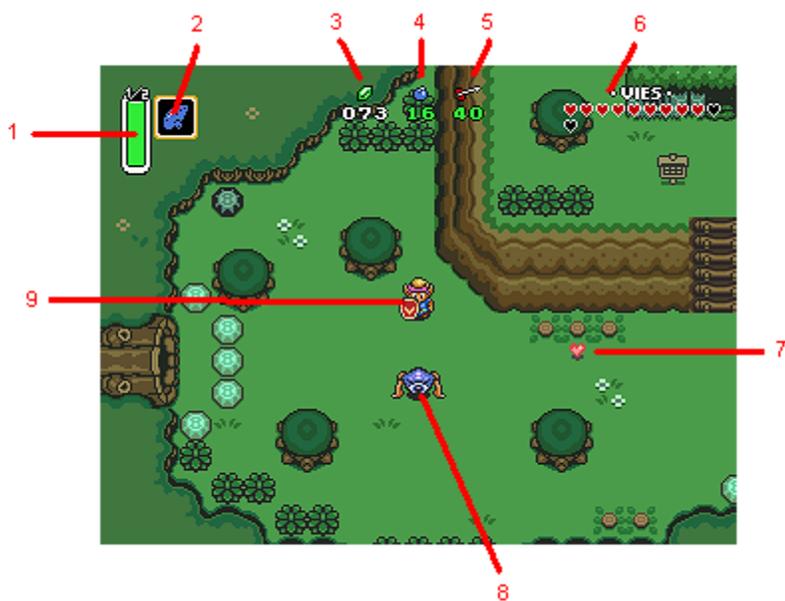
Quit/Save: Esc

At any moment:

Enlarge/Shrink: Ctrl + Enter

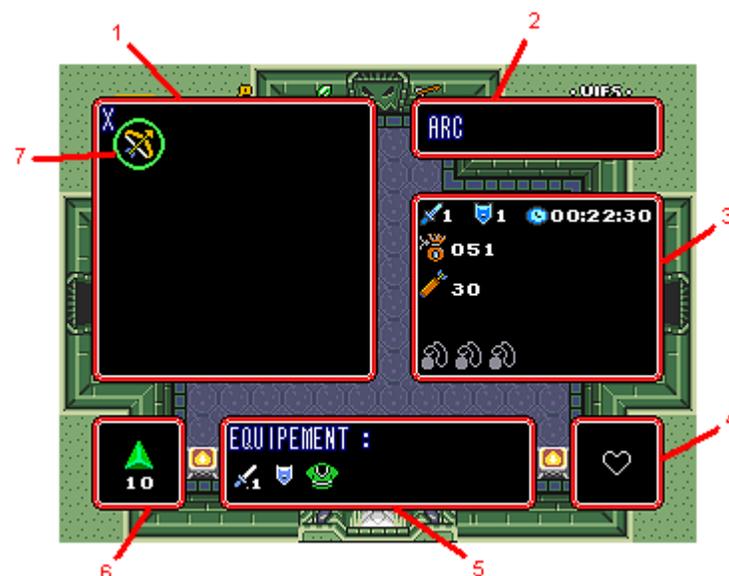
Quit the game: Alt + F4

SCREEN IN GAME



- 1: Magic meter
- 2: Selected object
- 3: Rupees owned
- 4: Bombs owned
- 5: Arrows owned
- 6: Life remaining
- 7: Collectable Items
- 8: Enemy
- 9: Link

ITEM SELECTION

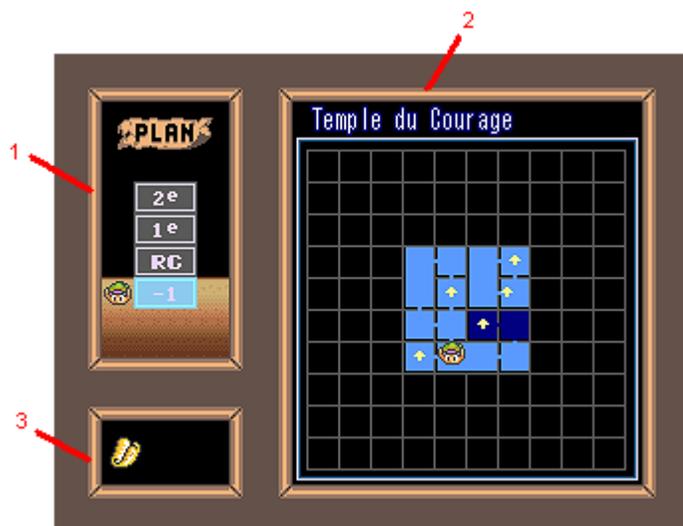


- 1: Selection items bolder
- 2: Name of the selected item bolder
- 3: Link's status bolder
- 4: Heart Pieces founded
- 5: Stuff bolder
- 6: Power Gems bolder
- 7: Selected item

Note: It is not possible to select a new item while another is in use.

DUNGEON MAP

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



- 1: Selection floor bolder
- 2: Map of the selected floor bolder
- 3: Found items 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 comes to an end 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

Time To Triumph is a game realized by Vincent Jouillat, with help from Lobalùz (help in the conception, checking of dungeons, graphics, translating), from Raiden (illustration of the game, with the title screen and the opening) and from Scyllahyde (graphics).

Other assistants such as Neike60, ogp and Harvestland helped with the graphics.

The game was realized in C++ with SDL librairies, SDL_image, SDL_mixer, SDL_gfx and FMOD.

The graphics come from *the Legend of Zelda A Link to the past*, from *Secret of Mana* and from *Secret of Evermore*, *Chrono Trigger*, *Castelvania Vampire's Kiss*, *Plok*, *Super Mario Bros. 2*, *Illusion of Time* and *Sword of Mana* except for some new patterns and characters.

Musics and sounds come from various *Zelda*, *Chrono Trigger*, *Final Fantasy 6* and *7*, *Plok*, *Secret of Mana*, *Secret of Evermore*, *Sword of Mana*, *Mystic Quest*, *Phoenix Wright 1* and *3*, *Super Mario Bros. 2*, *Dr. Mario*, *New Super Mario Bros*, *Illusion of Time*, *Street Fighter 2*, *Ice Climbers*, *Donkey Kong Country 2*, *Star Ocean II*, *Perfect Dark*, *Super Metroid*, *Metroid Prime*, *Castelvania Vampire's Kiss*, *Banjo and Kazooie*, *Naruto*, and others.