The Legend of Zelda: Simple Quest

How to install

go to the install folder

- copy over install_1.89g
- run zinstall()
- delete out cleaner, dungs, maps, zdungs, zinstall, zmps

- copy over install_2.89g
- run zinstall()
- delete files, mobs, sprites, zlfs, zinstall, zldmbs, zsprits

go to the game folder

- copy over game_engine.89g
- archive ezelda, zelda, zeldata

to play, run zelda()

How to play

I make an assumption that you already know what Zelda is. If not, then you may want to look it up a little, before playing.

Controls:

The following shows what the buttons do on the different screens:

The D-Pad:

This should be obvious, but this is how you move pointers or Link.

The Intro Screen:

 Goes to the next screen. No other buttons work.

The Game Selection Screen:

Choose which game you want to play or start a new one.

 Chooses the game to play, or if in a blank area, starts a new game and takes you to the name creation screen.
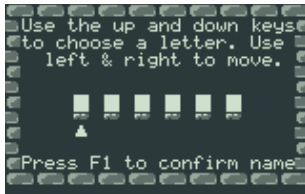
 Quits the game.

 Deletes the selected saved game.

The Name Creation Screen:

Here you can make a name for Link. The directions on the screen should be self explanatory.

Other Keys that work:

    Sets the currently selected letter to "A"

    Quits this screen without making a new game and goes to the Game Selection Screen.

    Deletes the current letter

    Sets your name and starts new game.

D-Pad   Moves around and changes the letters for the name.

Game Over Screen:

    Chooses the option

D-Pad   Moves arrow up and down

Main Game:

Buttons for the main game:

 This is your "A" button. It uses your item set in the "A" position. If talking to someone, use this to continue the conversation.

 This is your "B" button. It uses your item set in the "B" position. If talking to someone, use this to cancel the conversation.

D-Pad   Moves Link

 This will lift objects, like rocks, pots, and bombs. It is also used to talk to people. Use it to check treasure boxes, too.

 Enters into the "Start Menu."

 Adjust contrast UP.

 Adjust contrast DOWN.

Start Menu:

The following shows the different parts of the Start Menu:

The Start Menu uses the following buttons to operate, unless specified otherwise:

 This confirms a selection or menu choice.

 This goes back one screen. If you are at the Quest Screen (default), then it will cancel out of the start menu and return you back to your game.

D-Pad   Makes the pointer go up and down.

 This goes back one screen. If you are at the Quest Screen (default), then it will cancel out of the start menu and return you back to your game.

Quest Screen:

Here, you see all of the special items you have collected.

Config Screen:

Here, you can configure the game a little.
* The "Hearts Visible" will toggle the displaying of the hearts on the game screen.
* Debug Mode will display some information about what map Link is in and what his x/y coordinates are. It is good for debugging a game. This exists so you can send me bug reports.
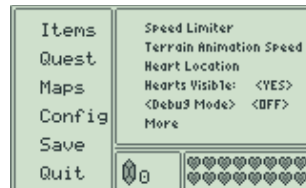
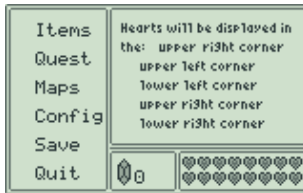# Speed Limiter Screen:

This will adjust how fast the game will run.
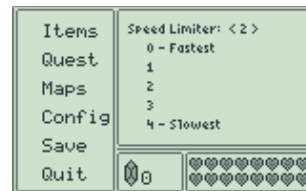
Terrain Animation Screen:

Adjust how fast the terrain will animate.

Heart Location Screen:

Choose where the hearts on the main game screen will be displayed.

```
Items   Hearts will be displayed in
        the:  upper right corner
Quest         upper left corner
Maps          lower left corner
              upper right corner
Config        lower right corner
Save
Quit    ⬦0    ♥♥♥♥♥♥♥♥♥♥
              ♥♥♥♥♥♥♥♥♥♥
```

Map Screen:

This will display the map of a dungeon. If you are not in a dungeon, then no map will be displayed.

```
Items
Quest
Maps
Config
Save
Quit    ⬦0    ♥♥♥♥♥♥♥♥♥
              ♥♥♥♥♥♥♥♥♥
```

The Items Screen:

Choose which item/weapon will be in which button. The controls are a little different here.

```
⬆      🔥20  [⌒]  🛡
⬇30

B[⬆ ]  A[⬇  ]
```
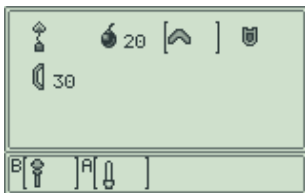
2ND	Remove/add weapon/item to "A" button
↑	Remove/add weapon/item to "B" button
D-Pad	Moves around and selects a spot or item.
F1	This goes back to Quest Screen.

Items:

Picture	Name	Description
	Boomerang	Brings items back to Link and stuns mobs when it hits them.
	Bow	Shoots arrows at enemies.
	Hookshot	Grabs onto different things and will transport Link across holes and to high places.
	Wand	Will light unlit torches and will set enemies on fire.
	Bomb	Deals damage to Link and his enemies. Also blows holes in some walls
	Hover Boots	Lets Link walk over holes, but it has its limits.
	Tunic	Reduces Link's damage he takes by half.
	Ring	Reduces Link's damage he takes by half. When combined with the tunic, it will reduce damage to $1/4^{th}$
	Silver Gloves	Allows Link to lift things like rocks and pots.
	Raft	Lets Link float around in the water.
	Bottle	Holds things like potions and faeries.
	Full Potion	This is a full bottle of potion. It can be used twice to heal Link.

|		
	Half Potion	This will heal Link once.
	Faerie in Bottle	This will heal Link once, but if he dies, then the faerie will come out and bring him back to life.
	Bomb Bag	This will increase the number of bombs Link can hold by 15.
	Quiver	This will increase the number of arrows Link can hold by 15.
	Rupee Bag	This will allow Link to hold 500 rupees.
	Key	This will unlock a normal door. Can only be used once.
	Boss Key	This will unlock the door to the Boss's room. Can only be used once.
	Master Key	This will unlock any door. Can be used any number of times.
	White Sword	The weakest of all swords.
	Blue Sword	2x as powerful as the White Sword
	Master Sword	2.5x as powerful as the Blue Sword and 5x more powerful than the White Sword
	Heart Container	Will increase Links life by one heart.
	Heart	Will heal Link by one heart.
	Map	Gives you the map of the area
	Faerie	Heals Link fully.

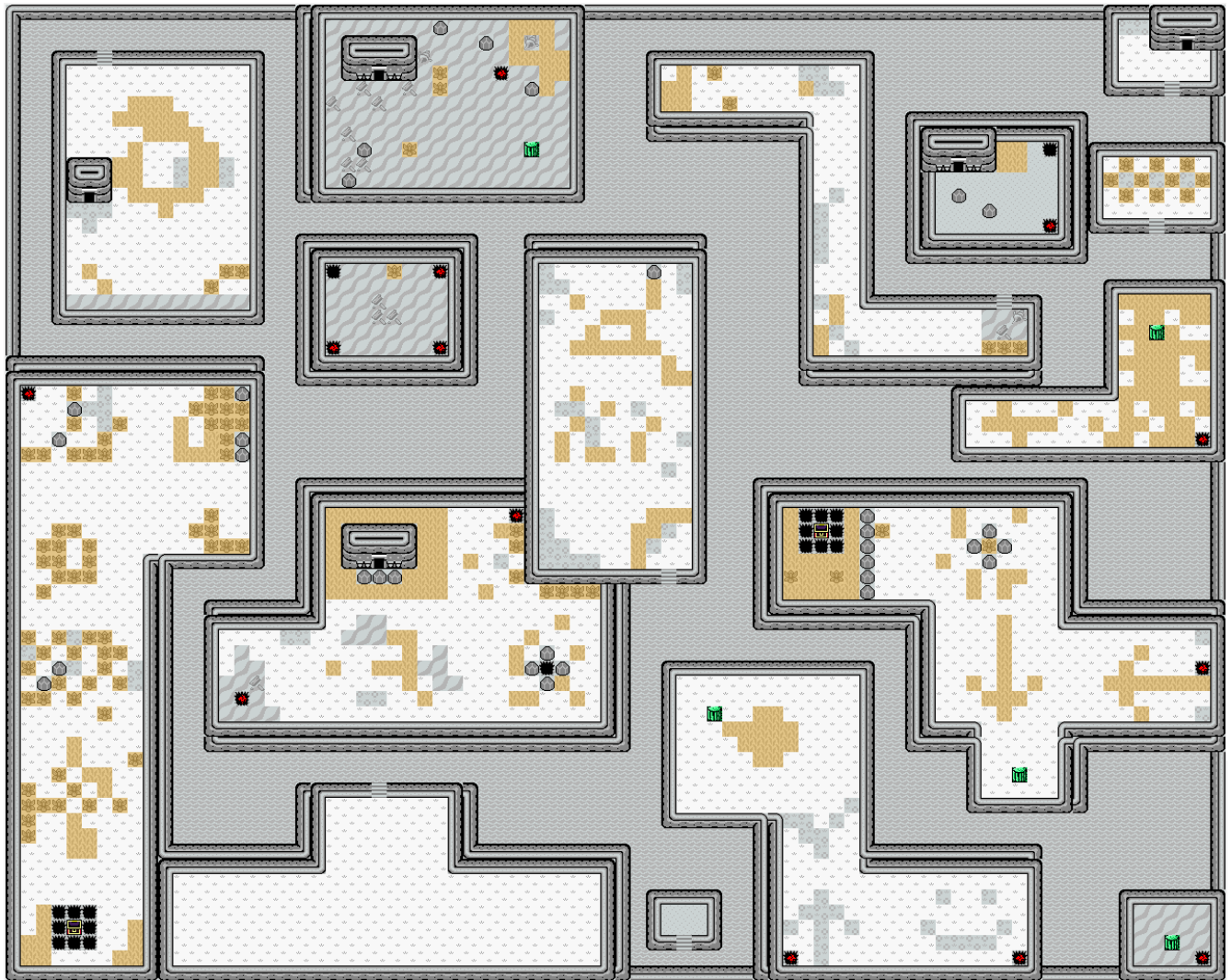Rupee   Its money. You need them to buy stuff.

MaPS

Mountain Area:
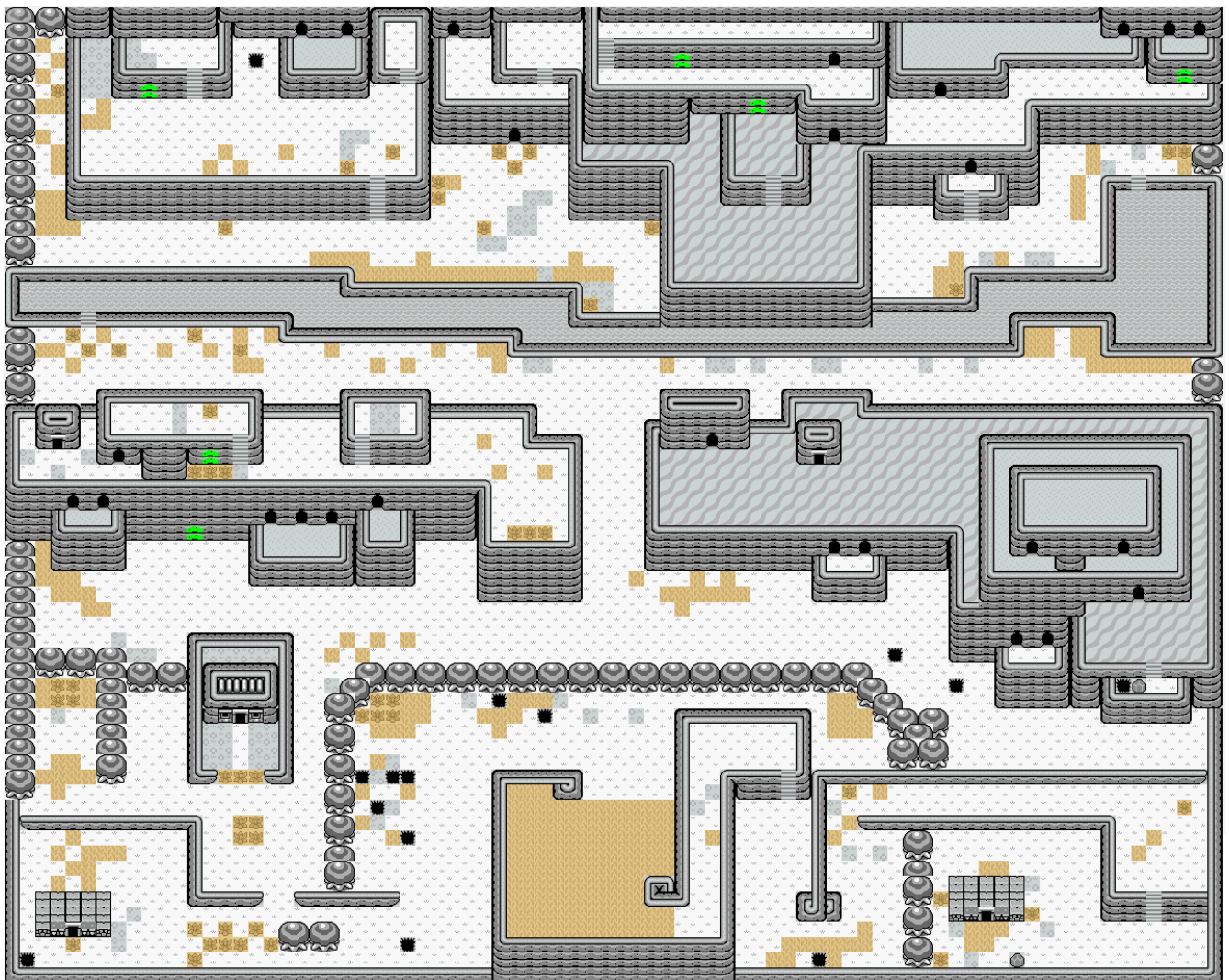
Forest Area:
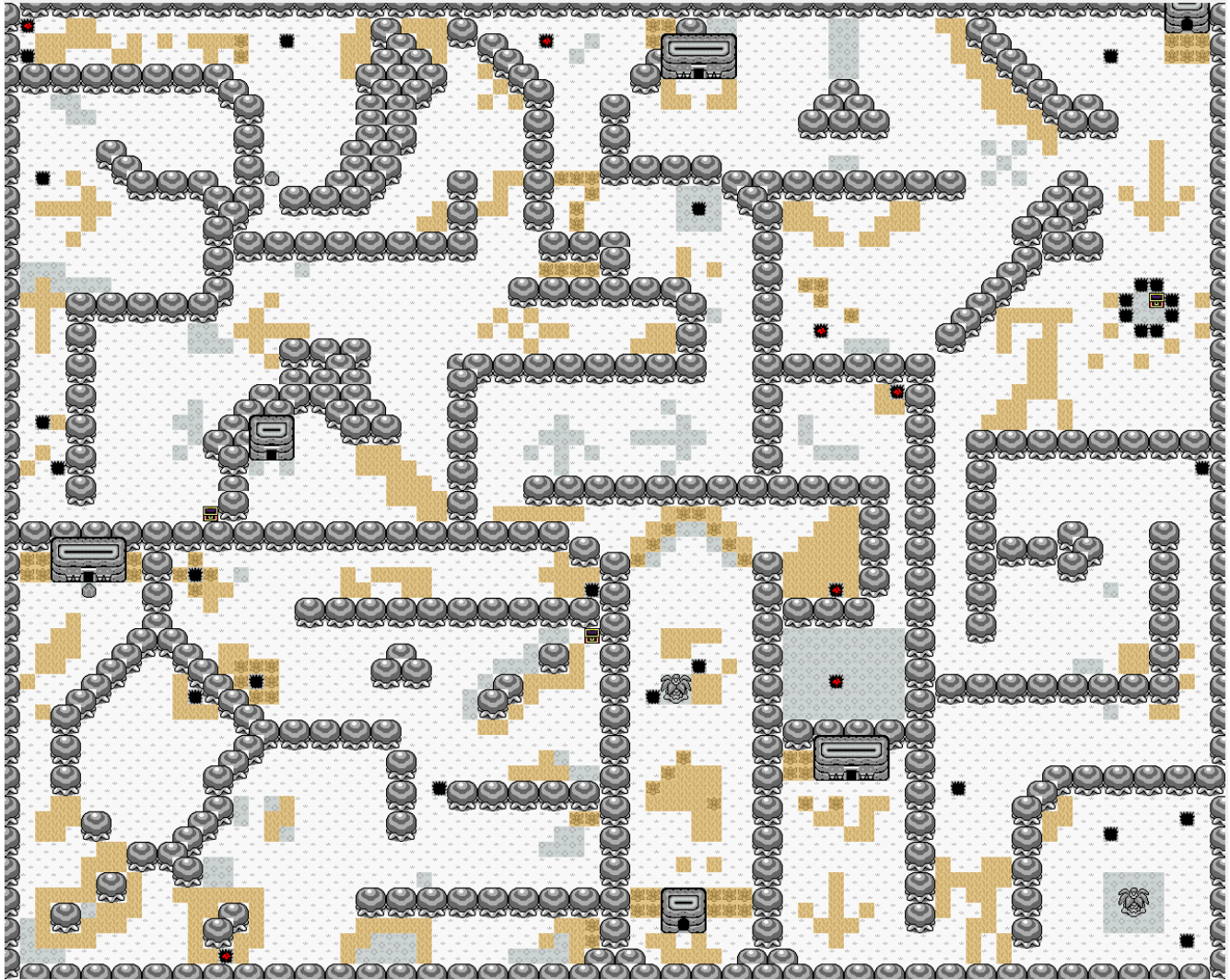
Water Area:

Have Fun.

If you are interested in New Stuff, then have a look at the crystal engine source in the archives. New versions might be compatible with this version of Zelda. If so, then you might get new things if you use a newer version of crystal engine.