

Once the game begins, the user will need to input a command in order to perform any action in the game. If they are unsure at any point in the game they may enter a 'help' command into the console in order to receive a short list of options available to them. Note that the help command mostly likely will not be changed on a situational basis and will be there to simply remind players the general syntax of commands.

For help in a difficult puzzle section, a 'hint' command may subtly inform players a small step forward as the solving puzzles is an important aspect of gameplay. In many situations, multiple commands may be used serving the same purpose in order to cover all possibilities of user input.

The user's objective is to adventure through the world collecting rupees and defeating enemies in order to progress through to other parts of the world. Often times Link will begin in a village/town where he should speak to any villager in order to obtain clues to the next step. Users must then make their way to a dungeon which will present puzzles and bosses to test their abilities.

In order to successfully defeat enemies, the user must use weapons. Weapons are obtained progressing through the game. To list the weapons and other items in an inventory, the user must issue a list items command. To use the item they must type 'hit <enemy name> with <weapon name>'. Note that certain items that may not be called items can be used as weapons when using the hit command.

For the puzzles in the game certain obstacles must be overcome. As a result the user will obtain various special items. These items can be used with the 'use <item name>' and 'use <item name> on <object name>'.

When the player decides it is time to exit they can issue a save command. The save command will save information to a file in the game directory. Do NOT edit this file as it may lead to an unsafe game state or crashes. When a user would like to load a game they can issue a load command from the main start menu.