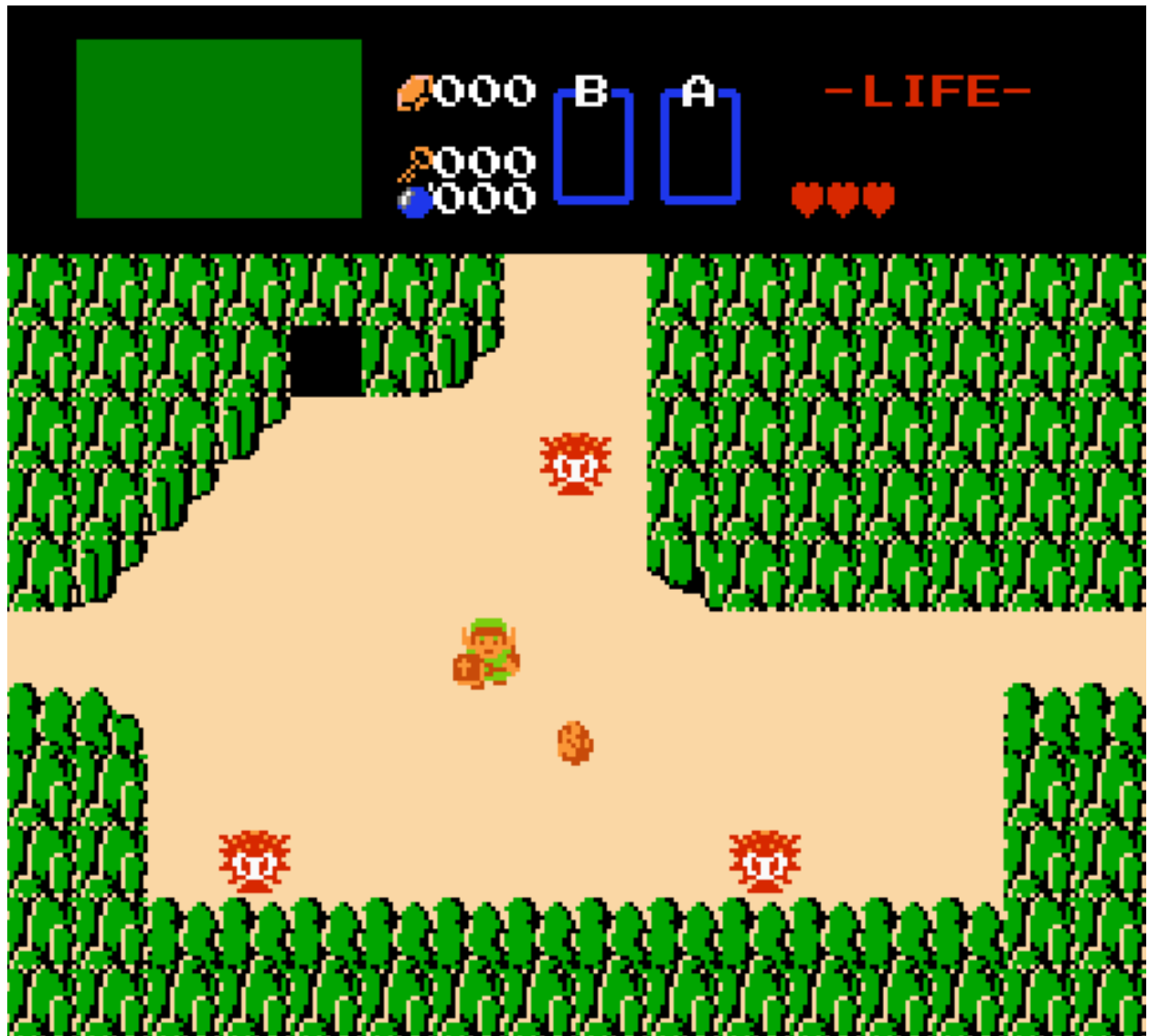


<https://github.com/LaurentFE/zelda-pygame-training>

Zelda Pygame Training

Survival Guide in dangerous land



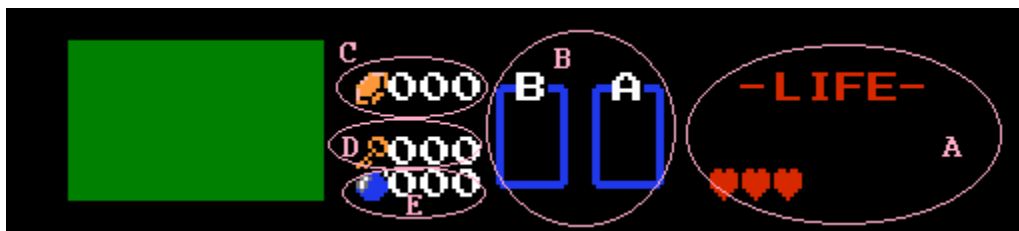
Welcome to the Kingdom !

You awake one morning in the lands of the Kingdom, and you know your task instinctively :
to find the golden triangle, and save the Kingdom with it !

Grab your gear :

You start your journey with empty pockets, except for your trusty shield.

Not even a stick to shake at your foes. But right next to where you woke up a few moments ago, you hear an old man calling to you, from a nearby sark cave. You'd better go check it out, before the surrounding Octorocks eat you, or shoot rocks at you to death.



A: Your current health is represented with hearts. When you get hurt, the hearts get depleted and turn pink instead of this full red. They get depleted at best by half, or at worst by whatever amount the monster you face is capable of taking away from you.

B: Your items that are currently equipped. You start with nothing, but your sword will go inside of the action A slot, and other items will take the action B slot. Using the corresponding key bind will bring forth their effect.

C: Your rupee purse, and how many rupees are inside of it.

D: The amount of keys on your keyring. Each key is used once, and vanishes.

E: The amount of bombs in your possession.

The green square is the map of the region, but it appears no one has any skill of map making in this Kingdom. Don't hope to use it.

What are those creatures ?!

Many local creatures roam the lands around you. Getting into physical contact with them will definitely hurt you, better keep them at sword distance at least.



This is a Red Octorock.

This creature walks randomly, and will occasionally shoot rocks right in front of them. The rocks are not that fast, and don't hurt too much. But just in case, you can block them with your shield. These rocks are too big to pass through bushes and trees, and are stopped by any kind of obstacle, really.



This is its cousin, a Blue Octorock.

These ones are much faster. Sturdier too. They still walk randomly, and shoot the same rocks as the Red variant, but they will make sure to at least shoot towards you. Be thankful for their lack of intelligence, they are unable to shoot rocks diagonally.



Next are the Moblins.

It is said that some of them are peaceful, but almost all of them are bloodthirsty. They shoot arrows randomly, as their hunter instincts are not the best. These arrows somehow are never caught by tree branches, and they fly through with ease ! But they cannot pierce your shield, nor rocks.



Blue Moblins are hunters with a real craving for blood.

They run twice as fast as the Red Moblins, feel less pain, and shoot arrows twice as often ! Their hunting senses are better too, as they try to aim towards you everytime, but just as the Blue Octorocks, they have not mastered the art of shooting diagonally.



A Leever is a sand dwelling hunter.

When they see you above ground, they run at you with their fangs out to devour you. They also often retreat underground, out of reach of anything you could throw at them.

Thankfully, they can't track you very well underground, so they move randomly until they rise again to try and murder you.



Nautical creature, the Zora.

They live in water, and have mastered magic. They will swim underwater, undetected, then rise, and shoot a magic missile straight at you ! Dodge it, as your shield won't block magic, and their magic hurts.



Dungeon dwelling skeleton : the Stalfos.

Their brain isn't in the best state, so they don't always realize you are here. When they do, they will make their way straight toward you to hurt you with their swords ! But they also won't really avoid any obstacle in the way. They are so scatterbrained that if you hit them, they will temporarily forget you are next to them, and wander aimlessly for a few seconds.



Goriya

Dungeons are also the living grounds of Goriyas, a species of monsters that learnt how to wield boomerangs ! They will throw them at you, wherever you are. But they are not as muscular as you, and won't be able to throw them extremely far. You can block the boomerang with your shield, and a boomerang will not hurt you when it's going back, as it has become too weak.



Darknut

Legends tell about the guardian of dungeons, the Darknut. No one knows what hides under its armor, but they know how to fight. They have a shield, just like you, and their sword is sharp and heavy. Everything is so heavy that they don't really move fast. But they will pursue you relentlessly, and even find the strength to dash in your direction. They won't be able to change directions once they start dashing, the inertia of their heavy armor being too strong for them. They also know the secret of magic, and will throw magic missiles at you with great proficiency, so beware ! Some say that they have a weakness, but if anyone ever survived to tell the tale, they are hidden very well.

What will you find to help along the way ?

The Kingdom is full of dangers, but you will also find here the tools for your survival.



The wood sword is not the sharpest blade of them all, but it is also the only blade you will find here. Still good enough to whack anything you come across.



These hearts are left by killed monsters, and will heal you by one heart.



If you're looking for more health, these heart containers can be picked up, and they provide you space for one more heart ! I've heard tales of four of them in the Kingdom.



Monsters will also give you rupees if you murder them. These can be spent in shops. You might also find some lying around.



Magical fairies sometimes appear out of the soul of those you eviscerated. Catching one and eating it will heal you fully.



This ladder was lost by someone a long time ago, but is still sturdy enough to let you cross small bodies of water.



Bombs are terrifying, and they can also clear rubble or break walls. Use them to gain access to hidden places !



This is a picture of a Hero, putting a bomb down in front of an already cleared cave entrance. Find other similar places and dig out cave entrances, or passages between rooms in a dungeon !



If arson is right up your alley, you can use the candle to try and set fire to bushes and trees. Some can catch on fire, and reveal useful hidden passages. The flame it makes is pretty weak.



In some Kingdoms, arson is a crime. Please be careful not to set fire to the whole region.



Hidden anywhere in the Kingdom, keys can open locked dungeon doors.



A Boomerang, the only ranged weapon you'll come across and be able to use. Throw it in the direction you're either facing, or walking towards ! It flies over rocks, trees, and will come back to you when it hits someone, or risk going out of your sight. It will not hurt anything on its way back to you.



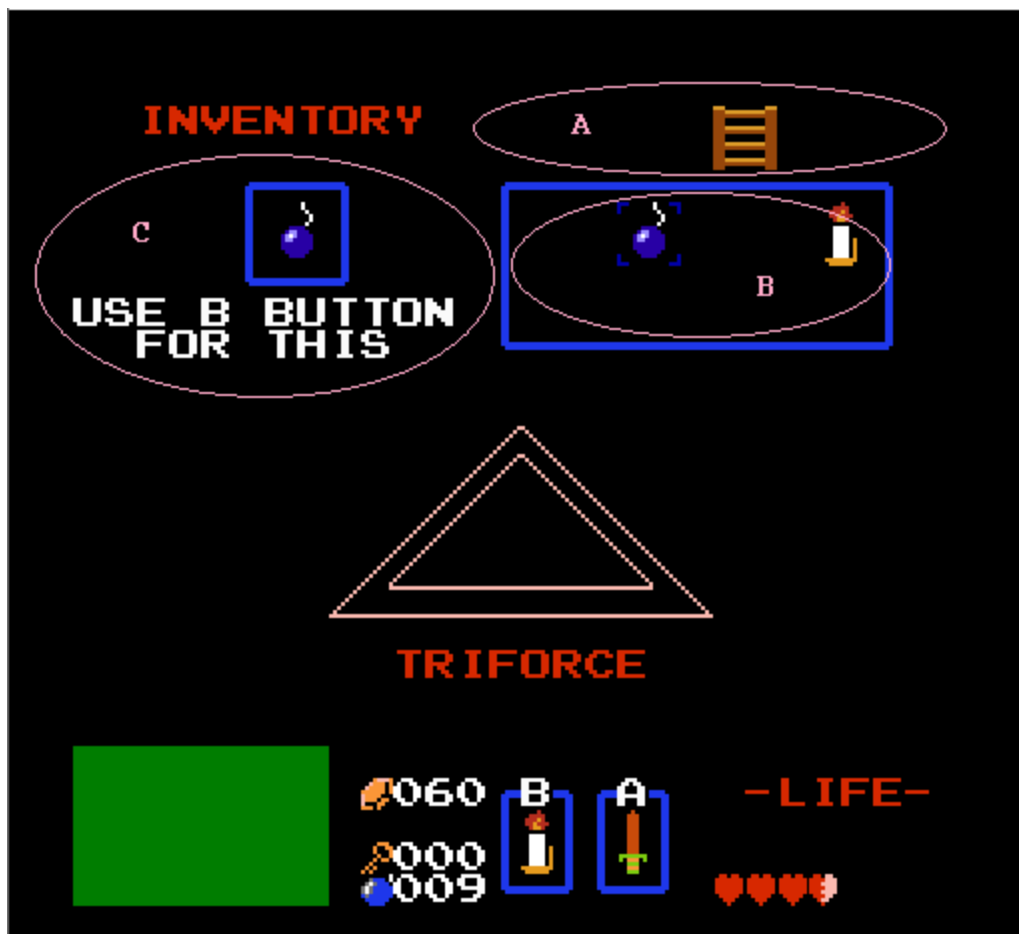
The mighty golden triangle, that will allow you to save the Kingdom !

How do I use these nice items ?

All items dropped by monster as they explode will be consumed immediately (or added to your purse, or bomb stash)

Other items will be accessible in the menu.

If you manage to open the menu, it will look like this :



A: Passive Items.

They are used automatically in appropriate situations.

B: Active Items.

Move the blinking selector with your left and right movement keys to choose an active item to equip.

C: Shows the action B items that will be equipped when leaving the menu screen.

Good, now what ?

Now you have the knowledge to take on this adventure ! Above all else, I hope you'll have fun. Do not forget to read the README.md file, there is much useful information (such as the controls). Good luck, and goodbye !