



## 1 Chapter One: The Ordona Festival

Link awoke to the sound of children screaming outside. While unusual in this small, peaceful town, Link immediately remembered why the noise was more prominent today: The Ordona Festival. Every year the village gets together to celebrate the Spirit of Light that blesses their town with peace, and every year the celebration brings raucous behavior from usually tame townspeople. Link couldn't help but smile, however. An unusually quiet person himself, the festival always brought out the best in everyone, himself included.

Link quickly prepared himself, which mostly consisted of splashing himself a few times with water from the basin he kept inside, shaking out his naturally unkempt hair, and putting on a cleaner set of clothes so as to be slightly more presentable, given the nature of the day. He would never fit in with the higher society over at Hyrule Castle, for example, but he at least wanted to look a little less like a mangy ranch hand for a day. Once he felt suitably less dirty, Link took a step out his door and was bombarded with the full force of music, laughter, and children from the festival, as well as brighter than usual sunlight that could only mean Ordona was pleased with the village's display.

"Link, come on! You're gonna miss the whole festival!" Some of the children had been chasing each other around his loft trying to make as much noise as possible in order to stir him, and now were standing impatiently at the foot of the ladder looking very pleased with themselves. Link quickly nodded and climbed down the ladder, hopping the last few rungs in his excitement.

"Daddy set up an obstacle course around town for all the kids, and whoever can run through it fast enough and light all the torches wins!" One of the boys said as they ran alongside Link into town.

"Yeah, they really outdid themselves this year! There's also goat rides, and milking contests, and Rudy is doing blacksmith demonstrations all day!" Francis, the youngest boy, chimed in.

By this time they had reached town and Link could see for himself the impressive scope of the festival. Lanterns were hung up everywhere, strings of Ordonian crested flags lined each house, and the town was bustling with a level of activity that Link didn't think it was capable of. He didn't even know where to start. The town merchants had their wares on display, as well as some specialty items just for the festival. He could hear the clack of metal on metal and see occasional sparks from across the village as Rudy the Blacksmith tempered various farming tools as well as the occasional sword or axe, most of which were shipped off to the Hyrule Castle guards. Link could also faintly make out the obstacle course in the distance, illuminated by the glow of torches.

"What do you wanna do, Link?" "Yeah, what do you wanna do?" Two of the boys blurted out practically in unison, clearly unable to hold in their excitement. Link was something of a role model to the boys in town, and they were rarely away from his side, which didn't bother him at all since he was without a family of his own and considered the boys to be like brothers to him. He still wasn't sure how he came to end up in Ordon Village in the first place, and the locals would only tell him that he was "an unexplained miracle" and that he shouldn't question things like that, that it's stuff for adults to worry about. While Link was always curious about his origins, he still settled into his new home as if he'd been born there, and taken to everyone in town the same.

Link smiled at the boys as they bounced up and down and then led them to the obstacle course that they couldn't stop talking about.

"Ah...there you are, Link. I thought you'd sleep right through the festival. How are you, my boy?" Tristan beamed at him. He was an older man, with hair that only seemed to end when it got to the top of his head, and a face weathered with wrinkles and old battle scars. He wore a smile proudly, however, as if it was the only expression he had left after all that he had seen, and it grew even brighter when Link was near, whom he considered the son he never got to have.

"Uncle Tristan! Can we try the obstacle course?" Francis asked finally, interrupting Link and Tristan's conversation.

"Well I'm afraid you're a little too young, son, but your brothers can, if they'd like." Tristan said, his smile unwavering. He patted Francis on the head affectionately and promised him a chance at the next festival. Francis gave a half-hearted smile and sulked off to watch the older guys have his fun.

Link and the two other boys, Jarred and Quint, all walked up to the starting line with color-coded torches in their hands. They each glanced at each other, a look of competitive respect between them, as Tristan explained the rules.

"Okay, so the rules are simple. Each of you has to make it to the finish line of the obstacle course after lighting each lantern that corresponds to your color. The first one to make it, wins the prize. You must stay on the path marked out, and anyone caught cheating will be disqualified and then punished for disrespecting the sanctity of the festival. Remember, kids, this is not just a race...it's a tribute to Ordona, signifying our appreciation for all the light she bestows on us and our lives. Now, if there are no questions...let's race!"

The crowd surrounding the course all counted to three and yelled "Go!" and the three boys were off. For a brief second Link wondered what might happen if his torch went out before he finished, but he shrugged off the thought once he realized that the Spirit of Light was watching over them and had been enchanting all of the flames in the village for the day. Satisfied that he had nothing to worry about, Link put all of his effort into finishing the race. He was already behind the smaller and faster boys and needed to catch up if he didn't want them to hold the victory against him for the entire year.

Link rounded the first corner, taking a wide turn in order to light the first lantern without slowing down, and then glanced ahead to see what the first obstacle was. An old tree had been hollowed out and placed across the path, propped up by a large rock to give it a surprisingly steep incline. As Link approached, he saw one of the boys, Quint, sliding down the incline.

"I'm never gonna get up there, Link! I'm too small!" Quint cried out when Link was close enough. After pausing for a second to think, Link decided not to let the boy give up hope and crawled his way up the tunnel, being careful not to let the torch scorch the inside of the tree or himself. Once he reached the top, he used his free arm to lift the boy up out of the tunnel and release him gently near the ground. Then he hopped down himself and raced past the boy, who could barely sputter out a thank you before Link was gone. Quint smiled and began sprinting to catch up to Link.

After a few more torches and some other minor obstacles, Link saw Jarred in the distance, pacing himself since he realized he was so far ahead. As Link began to gain on the boy, he saw ahead to the next obstacle and started to panic. The fishing pond lay ahead, with three lanterns hung in reach over it, and Link realized that this was part of the course. Link had been trying to teach Jarred to swim, but the boy couldn't seem to get it. The last time they had practiced, he had nearly drowned and swore off water for good. Link then became furious at Tristan, who knew that Jarred couldn't swim but let him race anyway. Now he would just reach the edge of the dock and start crying because he couldn't finish, and it was Link's fault for not trying harder to teach the boy.

Jarred reached the water mere seconds before Link caught up to him, and with barely a second thought, Link scooped up the boy, placed him on his shoulders, and hopped into the water, holding his torch away from Jarred and the water.

"What are you doing?" Jarred shouted, kicking and screaming as he nearly slipped off of Link's shoulders. He grasped his own torch tightly in one hand and used his other hand to nearly strangle Link as he tried to regain his balance with his feet slightly buoyant. Link apologized and explained that if he had asked permission, it wouldn't have worked. Jarred didn't respond, but was secretly thankful for Link's help, and even more secretly

felt better about being in the water now and would have to make a note to try learning to swim again later to surprise Link as a thank you.

They reached the center of the pond relatively quickly and lit the lanterns just as Quint hopped into the pond.

“Hey! That’s cheating!” He cried out when he saw Jarred casually resting atop Link’s shoulders, ignoring the fact that Link had already helped him earlier. He reached his lantern a few minutes later, stretched as high as he could to light it, and then swam as fast as he could with one hand to catch up to Link and Jarred, who were nearly at the end of the pond by then.

Once the two reached the dock, Jarred lifted himself off of Link’s shoulders and took off running. Link smiled at the boy’s competitive spirit and pulled himself on to land, pausing only briefly to shake himself dry a bit before running off after his little brother, slightly slower now from all the water weight. Quint arose on to the dock a little while after and ran as fast as his little legs could take him, crying out “Wait for me, guys!”

“It’s the final stretch, and it looks like Jarred is in the lead, but Link is catching up and Quint is gaining on them both. It all comes down to one more lantern, some tricky footing, and a last minute finish!” The boys heard Tristan yelling to the crowd from a distance. Just as Link wondered what tricky footing might mean, he turned the corner and came to a series of fence posts stuck in the ground, with the final lantern hoisted high above them and Jarred already perched on a post. Link carefully positioned himself atop the first post, his body nearly too big to balance, and slowly stepped from post to post, losing focus momentarily as Jarred yelled “Got it!” when he lit the final lantern and then bounced through the last few posts and back on to solid ground.

Link carefully hopped the posts two at a time, lit the lantern with a quick swipe of his torch, and then jumped the last few posts to land on the path. He glanced back briefly to see Quint climb atop the first post, and then took off after Jarred.

“I can’t wait to see what I’m gonna win!” Jarred said with excitement as he scurried down the final stretch with Link slowly catching up. Quint was still trailing them, looking somewhat discouraged, but trying his hardest. They both used one last burst of energy to try and catch up, but just as Link was nearly in step in Jarred, the race was over. Link tripped over the finish line as his front foot caught Jarred’s back foot and tumbled head over heels into the crowd that had inched closer and closer in anticipation. He heard Tristan’s voice too far off in the distance, saying “And the winner is Jar – Link, are you okay?”

Then all of Link’s senses blurred and his equilibrium was thrown off as he felt himself begin to float. Soon the floating died down and the first thing to come back was his balance, as he suddenly realized he was on his feet again, although supported on both sides. Then vision started to return as some blurry figures came into focus, who he soon noticed were asking him questions about himself.

“What’s your name?”

“Do you know where you are?”

“How many rupees am I holding up?”

Link blinked a few times, rubbed his eyes, and then shook his head to clear away what was left of the fuzziness. He looked around at the crowd of people surrounding him and gave what semblance of a smile he could to assure them he was okay. He shrugged off the men holding him up, thanked them, and walked a few steps to sit on a nearby stump.

“So...you’re okay, right, big brother?” Jarred asked, his head slightly cocked to the side as he tried to see Link’s covered face more clearly. Link nodded and met eyes with the boys to show he was serious. Jarred smiled, satisfied, and turned to Tristan. “So what do I win, Uncle Tristan?”

Tristan’s smile returned to its usual fervor as he knelt to be level with the boy. “Why don’t you go tell Rudy that you won the race? He has something special just for you.”

Jarred’s eyes lit up and he took off with a surprising amount of energy left from the race. He came back a few minutes later to show off his prize.

"It's a real hunting knife! Rudy said that it's the perfect prize for a young man who's ready to take on the world!" Jarred's expression suddenly became somber as he looked at the blade. "But...I'm not ready to take on the world. I can't even swim. I don't deserve this knife." He walked over to Link, who was feeling better and sitting upright on the stump, and handed him the knife. "You really won this, Link. I wouldn't have finished if you hadn't helped me."

"I wouldn't have either! You're our hero, Link!" Quint chimed in.

They both hugged Link, who smiled at them both and then examined the blade before tucking it into his belt. He thanked them both as everyone cheered and went back to dancing and talking.

"You really are something, son, you know that? Lose the race because you can't leave your friends behind. It's times like this that I wish you really were my son...because I'm so proud of you." Tristan patted Link on the shoulder and then helped him up. "You better take care of that blade, too. It's a fine creation...Rudy really outdid himself with the prizes for my little game here. I have no doubt you'll know what to do with it, though. You're a smart, intuitive kid, and I feel like you're gonna go down in history...just like the last boy that shared your name. That wasn't coincidence, you know." Tristan gave Link a look of pure respect and love, smiled brightly, and then turned to leave. "Take care, my boy. Go enjoy the rest of the festival...there's still plenty to see!"

Link watched Tristan leave and then thought about what he had said for a while. "Last boy that shared your name..." Link had heard of the Hero of Legend before, but never thought anything of it. But now...was it true? Were they somehow bonded together by name? It seemed crazy...he was just a small town farm hand...never even left Ordon. There was nothing legendary about him.

"Hi Link!" Link was brought out of his thoughts by a familiar voice from behind him. He turned to see his childhood friend, Crista, standing before him, smiling brightly. "I heard that you won the race...well...kind of, but I was stuck at the market with Mother and couldn't watch it, so I had to at least come congratulate you. So...congratulations!" Before he knew it she was hugging him, and he was so shocked that he didn't know at first what to do with his hands. She smelled like whistleglass and fresh herbs, since her family provided all the potions and elixirs for the market, and Link forgot for a second how much his head still hurt. A stray wind blew her wavy auburn hair into his face and he was reminded of when they picked JuJu flowers in the meadow and then lay there next to each other naming the clouds, her hair brushing his face whenever she turned to say something to him.

She pulled away from the embrace that felt like a thousand moments rolled into one and stood there awkwardly for a few seconds, staring at him.

"Um...like I said, I can't stay long because Mother needs me back at the market...but we'll have to go flower picking sometime soon. Or use that new hunting knife to cut some Deku sticks to sell. Mother hasn't had the time to cut sticks lately, and the children love playing hero with those Deku sticks. Anyway...I'll be seeing you, Link!" She flashed one more perfect smile and then was off. Link watched her leave until she was just a distant figure and then went to find the other boys.

"*Link...*" The voice was loud but trailed off like an echo.

Link spun around to find the source of the voice but it didn't match anyone nearby. He waited for a second to hear if it repeated, and then blamed it on his throbbing head and kept moving. He saw Francis playing with some other young kids and went to say hi, and to apologize for racing without him.

"Hi Link! You were great in the race!" Francis chimed when Link came close. "I was kinda glad I couldn't do it...it looked really hard! I don't think I could even reach the lanterns anyway..." Francis's voice trailed off. He hated being so small, even for his age, and wished nothing more than to grow up to be just like Link. "So what are you gonna do now? Quint said that they're selling slingshots over at the market and he went to go ask his parents for some money...but I think they're silly. Do you want to go over to the goat rides with me, Link?" Link nodded and let Francis lead the way.

"*Link!*" The voice was even louder this time, and stopped him in his tracks. Francis looked back and saw the pained look on Link's face.

"What's wrong now?" He asked. Link looked all over again for the source of the voice, but saw only villagers minding their own business, flags, and lanterns. Then he spotted it. The lantern. Link ran over to a specific lantern that was burning brighter than the others and stopped in front of it to investigate. Francis chased after him, curious and confused.

*"Yes, Link. You've done well. Now let me explain myself. I am Ordon, Spirit of the Light. I have been watching over this village for many centuries, keeping peace and prosperity here in exchange for the loyalty these people provide. Many years ago, however, a darkness fell over this land that I was unable to prevent, and now, I sense a darkness even stronger than that. I am here to warn you, Descendent of the Hero of Legend, that you are the only one that can put an end to the darkness that is spreading over this land. As I speak it is coming for this village, so I must warn you that you cannot prevent it. You can, however, overpower it. I do not have time for the details now, as the darkness will take its hold on me as well, but I can tell you that you must journey below this village, to a shrine that was buried there many generations ago, and bring back the treasure that you find there. Only it has the power to restore this village to its current state and push back the darkness until I can explain further."*

Gasps are heard from the villagers as they sky began to grow darker.

*"Go, Link! You must hurry...find the entrance to the shrine underground and push the impending darkness from this peaceful town before it destroys itself!"*

The darkness began to descend on the village and the talking lantern which encased the Spirit of the Light dimmed to nearly nothing. The mood in the village grew somber as the festival met an abrupt end, and Link just stood there, literally in the dark as to what to do next.

## 2 About The Game and How To Play

**You goal is to stop the darkness from destroying Hyrule with civil war by resolving racial conflicts, obtaining the entirety of the Book of Mudora, and finding and defeating the Dark Tribe,**

This package contains the data files of the quest Zelda: Book of Mudora.

This quest is a free, open-source game that works with Solarus, an open-source Zelda-like 2D game engine.

To play this game, you need at least Solarus 1.5. The compiled engine is included for Windows, and other versions are available at <http://www.solarus-games.org>. To run the game, simply launch "solarus-run.exe" or launch "solarus.exe" and select the game from the launcher.

**To play:** Default button mapping:

- "X" to use/assign left grey circle item and "V" to use/assign right grey circle item.
- "C" for green circle (sword or skip in dialogs).
- "Space" for blue circle (action or back in dialogs).
- "D" for Pause menu (or to exit pause). Left or right arrows to scroll between items and submenus.
- Buttons can be remapped (to other keys or joypad buttons) from within the Options submenu.
  - There are also options for other control schemes. "Half Touch" allows the player to interact with the HUD using mouse clicks or touches – ideal for an Android version where the player control would be provided by an on-screen D-Pad. "Full Touch" adds mouse/touch based player control as well and would make it possible to play on iOS. The default is "PC/Console" to play with keyboard or joypad with the controls outlined above.
- Control key allows you to pan the camera slightly.

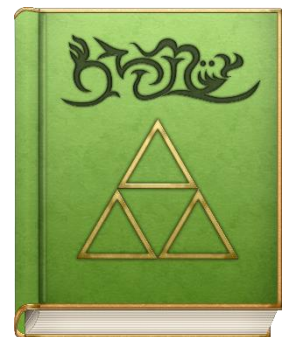
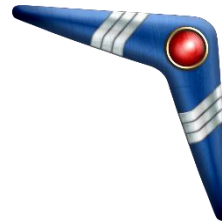
See our website <http://sites.google.com/site/zeldabom> for more information.

To report bugs, issues or improvements, please visit our Github: <https://github.com/wrightmat/zbom>

**Enjoy!**

### 3 Items and Other Information

- Swords
  - Ordon Sword
  - Forged Sword
  - Light Sword
- Shields
  - Ordon Shield
  - Hylian Shield
  - Light Shield
- Tunics
  - Green Tunic
  - Red Tunic
  - Blue Tunic
- Lantern
- Hero's Bow and Quivers
  - Light Bow and Arrows
- Iron Bracelet
  - Golden Bracelet
- Boomerang
  - Magical Boomerang
- Bombs and Bomb Bags
- Ocarina of Wind
- Pegasus Boots
- Hookshot
- Cane of Ice
- Zora Flippers
- Rito Feather
- Shovel
- Hammer
- Book of Mudora
- Trade Items, Master Ore, Wallets
- Treasures
  - Mystic Jade
  - Goron Amber
  - Alchemy Stone
  - Goddess Plume
  - Magic Crystal
  - Subrosian Ore
  - Deku Stick



### Major Races

- **Hylians** - Major humanoid race of Hyrule
  - Capital is Hyrule Castle Town in the center of Hyrule, representing Politics (home of the Council of Elders)
  - Major City is Kakariko City in the northwest of Hyrule, representing Culture (visit the Riverside Amphitheater!)
  - Elder: Princess Zelda (female, Princess of Hyrule, "Leader of the Sages")





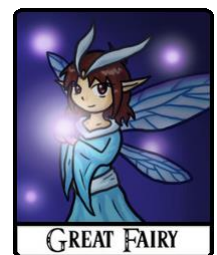
- **Ordonians** - Humans who mostly seclude themselves in Ordon Forest
  - Capital is Ordon Village in the south of Hyrule, representing Agriculture (selling Pumpkins, Goats, etc.), element of Light
  - Elder: Mayor Ulo (male, also Mayor of Ordon Village, "Sage of Light")
- **Tokay** - Lizard people who live on the Beach and are avid traders
  - Capital is the tent city they've set up on the beach, representing Trade, element of Forest
  - Elder: Tokage Gin (female, "Sage of Forest")
- **Gerudo** - Mysterious woman-only race who live in the Desert
  - Major city is Nabooru in North Hyrule, represent Transportation (build airships to pirate the skies, build tunnels into mountains to steal), element of Wind
- **Goron** - Rock-like tribe who reside in Death Mountain and have become industrialized, avid miners
  - Capital is Goron City at the height of Death Mountain, representing Industry (Goron Mines, Metalwork), element of Fire
  - Another major city is Darunia in North Hyrule
  - Elder: Gor Larin (male, leader of the Goron Tribe, "Sage of Fire")
- **Zora** - Fish-like people who make their home at the mouth of a river, Zora's Domain
  - Capital is Ruto Town in North Hyrule, representing Military (Isolationist, Defensive, Aggressive), element of Water
  - Elder: Elder Juba (male, advisor to King Zora, "Sage of Water")
- **Anouki** - Eskimo-like people who live in the lowlands and caverns of Snowpeak
  - Capital is in the lowland of Snowpeak, element of Shadow
  - Elder: Chief Gonpho (male, "Sage of Shadow")
- **Rito** - Flying race who live in Seven Heights, evolved from the Zora and maintain an amicable relationship
  - Capital is Seven Heights, a new rope city founded in the north of Hyrule, representing Environment, element of Spirit
  - Elder: Chieftain Koshi (male, relatively young, "Sage of Spirit")
- **Dekus** - Bush people who live primarily in the Lost Woods
- **Subrosians** - Shroaded lava people who live in Subrosia, under Hyrule. Represent Commerce (love Ore and use it to buy and sell things)
- **Zuna** - Race of shroaded Pyramid builders, only a few of which can be found
- **Great Fairies** - A powerful race of magic wielders that can be helpful to heroes on quests.



## Major Areas

- **Ordona Province:** the southernmost area of South Hyrule which contains Ordon Village, and hides the Lantern (Ulo's House), a Bottle (Rudy sidequest), the Forged Sword (Blacksmith's Cave) and the Ordon Shield (Ordon Shop)
- **Faron Woods:** The dense woods west of Ordon Village which contain the Sacred Grove, and hide the Bow (Grove Temple) and an Odd Mushroom (trading item).
- **Hyrule Field:** Major open area and hub in the center of Hyrule. Swarming with Green Soldiers and other enemies.
- **Lake Hylia:** Largest lake in Hyrule and location of the Lakebed Temple. Swarming with Blue ChuChus and Tektites. Don't swim too much without a blue tunic!
- **Faron Province:** The southern and central expanse of Hyrule which consists of the Beach, Lon Lon Ranch, Hyrule Castle Town and the Eastern Ruins.

- **Hyrule Castle Town:** One of the largest cities in Hyrule. The following quest items can be found here: Hylian Shield (shop), Bottle (Relic Collector's House), Ocarina of Wind (Relic Collector's House)
- **Lost Woods (Forest of Light):** the eastern forested area of Hyrule which has fallen into shadow recently, and now houses the Interloper Sanctum. Also hides the Deku Mask.
- **Kakariko City:** The new cultural hub of Hyrule and home to the Amphitheater, Bomb Shop, and a cemetery. A bottle can be obtained here via a side quest done only at night.
- **Eldin Province:** The northern and eastern expanse of Hyrule which consists of Kakariko City, Death Mountain, Goron City and the Desert Expanse.
- **Goron City:** Technologically budding city and home to the Goron people. You can find the Mountaintop Mausoleum with the Pegasus Boots here.
- **Death Mountain:** Dangerous area swarming with Red Knights, Lynels, ChuChus and Tektites and active with large steam geysers.
- **Lanayru Province:** The Northern and western expanse of Hyrule which consists of Zora's Domain, Septen Heights and Snowpeak.
- **Septen Heights:** Town of rope bridges and dwellings, home of a newly evolved Rito people. Location of the Tower of the Winds where the Light Shield can be found.
- **Zora's Domain:** Find the Zora's Flippers nearby, but beware of the unfriendly Zora people.
- **Snowpeak:** Home of the Anouki people and location of the Snowpeak Caverns.
- **Hidden Village:** Home of Impa the Elder. Rumors state it was once a thriving Sheikah city.
- **Subrosia:** The underworld of Hyrule and home to the shrouded Subrosian race. Don't venture here without a red tunic!
- **Northern Hyrule:** Northern expanse of Hyrule is divided into Eastern and Western halves. Many of these cities are just beginning to be established.
  - **Rauru Town:** Settlement of Hylians that broke off from Hyrule proper due to a disagreement on governing style and direction. They establish the Hyli Province and reintroduce the Religion of Hylia Her Grace to the north.
  - **North Castle:** Rauru Town's fortified base and head of government for Hylians of the North.
  - **Ruto Town:** Mountainous city, populated by a few humans and a band of Zolas who live mostly in the Northern Waters.
  - **Saria Town:** Water town just north of Death Mountain. The River Man will lower the bridge, allowing easy transit between locations. Find the witch to obtain the Crystal Ball.
  - **Moruge and Midoro Swamps:** Swampy peninsula south of North Castle which houses a single hut and plenty of danger. Find a shovel in Midoro Palace near here.
  - **King's Tomb:** Landmark with a tunnel just south that leads to the Island Palace. Graves marked include the King Nohansen (of Hyrule), King Mutoh (of Cobble), Brant, Breneur, Doylan and Max (Cobble Knights).
  - **Mido Town:** Harbor town which connects Eastern and Western Hyrule.
  - **Parapa Desert:** The expansive northern desert and home of the Papara Palace.
  - **Darunia Town:** A network of caves and home of the traveling Goron Marketplace.
  - **Nabooru Town:** Oasis paradise in the middle of a desert and mountain expanse which offers two large fountains among its houses. Home to a rogue (peaceful) Gerudo faction that broke off from the Gerudo Sky Pirates.
  - **Valley of Death/Path of Fire:** Small cemetery south of Nabooru Town that contains lava flows which connect to Subrosia.
  - **Great Fairy Palace:** Located between Darunia Town and the Path of Fire, and home of the Great Fairy of Understanding.
  - **Kasuto Town:** Small settlement which houses the Ancient Library.





## 4 Version History

VERSION 1.0, released 5-SEP-16

- Finish upgrade to Solarus 1.5(.1) final, change scripts to new drawing blend modes
- Created a few additional consumable items, and re-arranged menus to accommodate
- Created enemy camps in the North with rare collectibles
- Implemented a fourth tunic (purple) and created a menu to switch tunics on demand
- Created additional enemy varieties and improved difficulty ramping
- Implemented a full time system where time progresses as you play
- Improved day/night system to take advantage of time and transition between day and night, as well as graphical improvements from new blend modes
- Provide some endgame changes to areas and NPCs
- Update custom carried entities (metal ball) to hurt enemies and provide correct HUD updates

VERSION 0.9, released 5-MAY-16

- Upgrade to Solarus 1.5, change scripts to new camera API
- More NPCs, music, and house maps in North Hyrule, including Great Fairy Palace
- New tektite enemy script (all colors) with better jump; Improved Armos behavior
- Fix dungeon minimap display when there are more than 8 floors
- Bug fixes from live stream playthrough (Mausoleum, Subrosian ore, Lakebed)
- Fix performance issues in Wind Tower from Armos particles
- Improve hurt animations and general actions for several enemies and bosses
- Confirm that the final boss can be defeated and the game completed

VERSION 0.8 BETA, released 17-FEB-16

- Bug fixes, mapping error fixes, and sequence break corrections
- Fix dialog spacing and icons
- Implement winged items
- Fix NPCs possibly blocking in hero, using new custom entity
- Small improvements to stamina system, including recovering stamina on game over

VERSION 0.7 BETA, released 20-JAN-16

- Upgrade to Solarus 1.4.5
- Lots of bug fixes from play test reports
- Palaces in the north for Hammer and Shovel (can be purchased also)
- Added two optional fetch quests, mostly for the north
- New title screen! Thanks to @aguywhogamesoo

VERSION 0.6 BETA, released 20-NOV-15

- New worlds maps (all LttP style, with clearer dungeons)
- Better looking quest bubbles, and better utilization (mostly in trading sequence)
- New menu-based graphical warp system
- Show collectible item description, but only the first time (NOT like Skyward Sword!)
- Show hearts and completion percentage for save games



## 5 License Information

Lua scripts are licensed under the terms of the GNU General Public License in version 3.

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sprites/entities/streams.png

sprites/hud/dialog\_box.png

sprites/hud/icons\_flip.png

sprites/hud/item\_icon\_\*.png

sprites/hud/magic\_bar.png

sprites/hud/rupee\_icon.png

sprites/menus/dungeon\_maps/\*.png

sprites/menus/arrow.png

sprites/menus/dungeon\_map\_background.png

sprites/menus/hero\_point.png

sprites/menus/options\_cursor.png

sprites/menus/outside\_world\_clouds.png

sprites/menus/pause\_cursor.png

sprites/menus/pause\_save\_dialog.png

sprites/menus/quest\_status\_\*.png

sprites/menus/selection\_menu\_background.png

sprites/menus/selection\_menu\_cloud.png

sprites/menus/selection\_menu\_cursor.png

sprites/menus/selection\_menu\_mode.png

sprites/menus/selection\_menu\_option\_container.png

sprites/menus/selection\_menu\_save\*.png

sprites/menus/selection\_menu\_save\_container.png

sprites/menus/title\_daylight\_\*.png

sprites/menus/title\_dx.png

sprites/menus/title\_night\_\*.png

sprites/menus/title\_star.png

sprites/menus/title\_sunset\_\*.png

sprites/npc/deku.png

sprites/npc/ordon\_goat.png

sprites/npc/rito.png

sprites/npc/snowpeak.png

sprites/npc/subrosian.png

sprites/npc/tokay.png

sprites/npc/zirna.png

sprites/enemies/dodongo.png

sprites/enemies/enemy\_killed.png

sprites/enemies/fireball\_triple.png

sprites/enemies/flame\_\*.png

sprites/enemies/geldman.png

sprites/enemies/gibdos.png

sprites/enemies/gohma.png

sprites/enemies/hardhat\_bettle.png

sprites/enemies/helmasaur.png

sprites/enemies/keese.png

sprites/enemies/knight\_\*.png

sprites/enemies/lanmola.png

sprites/enemies/laser.png

sprites/enemies/manhandla.png

sprites/enemies/moblin.png

sprites/enemies/mothulita.png

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sprites/enemies/pike.png

sprites/enemies/pincer.png

sprites/enemies/plasmarine.png

sprites/enemies/poe.png

sprites/enemies/redead.png

sprites/enemies/ropa.png

sprites/enemies/rope.png

sprites/enemies/soldier\_green.png

sprites/enemies/snap\_dragon.png

sprites/enemies/stalfos\_knight.png

sprites/enemies/tektite.png

sprites/enemies/tentacle.png

sprites/enemies/vire.png

sprites/enemies/wallmaster.png

sprites/enemies/wizzrobe.png

sprites/enemies/zola.png

sprites/entities/arrow.png

sprites/entities/bed.png

sprites/entities/bomb.png

sprites/entities/boomerang.png

sprites/entities/chest.png

sprites/entities/explosion.png

sprites/entities/hookshot.png

sprites/entities/ice.png

sprites/entities/items.png

sprites/entities/miscellaneous.png

sprites/entities/quest\_entities.png

sprites/entities/shadow.png

sprites/entities/teletransporter.png

sprites/hero/\*.png

sprites/hud/dialog\_icons.png

sprites/hud/digits.png

sprites/npc/zora.png

**Files that include content from Nintendo or Square:**

languages/\*/images/\*.png

musics/\*

sounds/\*

text/\*.png

text/lttp.ttf

tilesets/\*.png

sprites/enemies/aquadraco.png

sprites/enemies/armos.png

sprites/enemies/arrghus\_stone.png

sprites/enemies/bari.png

sprites/enemies/boulder.png

sprites/enemies/bubble.png

sprites/enemies/chain\_and\_ball.png

sprites/enemies/carock.png

sprites/enemies/cave.png

sprites/enemies/chu\_big\_ice.png

sprites/enemies/crab.png

sprites/hud/gameover\_fade.png

sprites/hud/hearts.png

sprites/hud/small\_key\_icon.png

sprites/menus/dungeon\_map\_icons.png

sprites/menus/hero\_head.png

sprites/menus/outside\_world\_map\_\*.png

sprites/menus/selection\_menu\_letters.png

sprites/menus/title\_logo.png

sprites/npc/butterflies.png

sprites/npc/deku.png

sprites/npc/dog.png

sprites/npc/fairy.png

sprites/npc/gerudo.png

sprites/npc/goron.png

sprites/npc/hylian.png

sprites/npc/king.png

sprites/npc/kokiri.png

sprites/npc/ordon.png

sprites/npc/snowpeak.png

sprites/npc/zuna.png

## 6 Credits

Thank you to anyone who contributed in any way to this project – if I forgot you in this list, I sincerely apologize! And primarily, thank you to Nintendo who creating an amazing intellectual property that is cherished by its fans.

### Engine

- Solarus Engine by Christopho
- Solarus Quest Editor by maxs and Christopho

### Maps

- ZeldaHistorian (Matt Wright)
- Renkineko - Lost Woods

### Scripts

- ZeldaHistorian (Matt Wright)
- Christopho
- Renkineko
- Diarandor

### Story

- ZeroScore (Justin Wright)
- ZeldaHistorian (Matt Wright)

### Music

- ellebirdy23 (Alisa) – Ancient Library (Laruto's Lament)
- Richard Wurth - Interloper Sanctum (Serendipity)
- Laura Shighihara – Ballad of the Goddess (Marryn)
- Shady Cicada – Goose Theme Cover (Gruce)
- Zelda Reorchestrated Team

### Sprites/Tiles

- Moffett1990 - Floria Baba/Ritos
- DJVenom - Beamos/probably other things
- ChaosMiles07 - Ordon Shield/several other item sprites
- Leduardo – Anouki
- Desgardes - Subrosians/Tokay/Zoras
- Inverder - Giga base (ReDead)
- Hero of Time - Big Poe
- Gazamaluke7377 / msdbzamine – ReDead
- TroutBoy - Helmaroc base, Zora King
- NewLink - Helmaroc base
- Pucifur27 - Hyrule guard
- Kleaver
- Linkus
- ZeldaHistorian
- Aguywhogamesoo – title screen

### Manual

- Hideki26, mystic-blat, tehartmonkey, zanaozie – races graphics
- Stellified – Ordon goat horn graphic
- BLUEamnesiac – item graphics
- hellgab-d4opimo – back cover image



"Shadow and light are two sides of the same coin...  
One cannot exist without the other.."