**Start New Game**

* Load Disk
* Start Screen
* New Game
* Select Profile: – No Profile
* Create Profile Screen
  + Input Name: Ganondorf
* Select Profile Screen: Ganondorf
* Select Game Screen:
  + Select Difficulty: Normal
* Loading Screen
* Game Start

**Load Game**

* Load Disk
* Start Screen
* Load Game
* Select Profile: – Ganondorf
* Loading Screen
* Game Start

**GAMEPLAY**

**Select Region to Attack**

* Player loads into overworld at central hub
  + GUI Text: Hyrule Field
* Player opens map screen
  + Map Screen – GUI Text: Select Location
  + Player moves cursor over ‘Goron Mines’
  + GUI Text: Move to Goron Mines?
  + Confirm Selection – Yes
  + GUI Text disappears
* Unit Selection Screen
  + GUI Text: Select Units
  + Player moves cursor and selects:
    - MPoblin x4 unit
    - Moblin x4 unit
    - Octorock x3 unit
* Loading Screen
* Player and units load at the entrance of the Goron Mines region

**Combat**

* Player moves in to attack a Goron village (a group of huts)
  + GUI Text: Goron Village – Strength: 9
* Allied units follow behind, move in to attack Goron troops
* Player moves with left analog stick towards a group of 3 Goron
  + Player points reticule with right analog stick at the Goron, presses the attack button, swings sword at Goron, hits 2 and misses one
  + 2 hit Goron flash red with damage and stagger back, third Goron rolls into Player
  + Player flashes red with damage and staggers back, lifebar reduced by the proper increment
  + All 3 Goron move backwards, preparing to attack again.
* Player moves reticule to point at a group of Moblins
  + Reticle changes color to confirm allies hit
  + Moblin icon appears over reticule to confirm unit type targeted
* Player pulls right trigger
  + Other Moblins around the Moblin targeted (4 others) are turned into energy and sucked towards the player
  + Player glows with the energy
* Player moves reticule back towards the 3 Goron
* Player pulls right trigger a second time
  + A wave of the 5 Moblins appears from the player and rushes forward at the 3 Goron
  + Player loses energy-glow
  + Moblins make contact with Goron, swing their poleaxes at Goron
  + 2 Moblins attack 1 Goron, 2 another, 1 for the last
  + All 3 Goron flash red with damage, stagger back.
  + The Goron the player injured themselves die and collapse
  + All Moblins refocus on last Goron
  + Last Goron rolls into 3 Moblins, who flash red with damage and stagger back
  + 1 Moblin dies and collapses – Allied Unit count on HUD is reduced by 1
  + Moblin kills last Goron, who collapses
  + Moblins disperse towards other random targets
* Player takes out sword again and moves forward on battlefield towards more Goron

* A line of 6 Goron are rolling across the battlefield towards the player
  + Player moves reticule over a group of Octorocks
  + Reticle changes to an Octorock icon to confirm unit type targeted
  + Player pulls right trigger
  + 3 Octorocks are culled, turned into energy, and sucked towards the player
* Player points at oncoming Goron units rolling towards them
  + Player pulls right trigger again
  + 3 Octorocks appear in a line in front of player
  + Octorocks fire continuous rock-bullets from their mouths like a firing squad
  + All Goron rolling towards Player flash red with damage
  + 2 Goron die and collapse, other 4 continue rolling
  + 1 more Goron dies and collapses
  + 3 remaining Goron break on the line of Octorocks
  + 2 Octorocks flash red and die – Allied Unit count on HUD is reduced by 2
  + 1 Goron rolls into the last Octorock, Octorock flashes red and dies - Allied Unit count on HUD is reduced by 1
* Player moves in to attack remaining two Goron
  + Player presses the attack button and swings sword at Goron
  + Player hit and kills first Goron with first swing, catches the second Goron with the follow-up wide slash
  + First Goron flashes red and collapses, last Goron flashes red
  + Last Goron rolls into player from the side
* Player flashes red and takes damage, staggers back
* Player adjusts reticule to focus on Goron
  + Last Goron flashes red and dies
* Player has defeated Goron Village
  + GUI Text: Goron Village Defeated!
  + GUI Text: Allies +9
  + GUI Text disappears

**Player Healing**

* Player lifebar is blinking red
  + Player moves reticule to point at a group of Moblins
  + Moblin icon appears over reticule to confirm unit type targeted
  + Player pulls right trigger, 3 Moblins are turned into energy and sucked towards player
* Player glows with energy
  + Player presses up on the , sacrificing the units he’s absorbed
  + Player lifebar is refilled, energy glow dissipates
  + Allied Unit count on the HUD is reduced by 3

**Player Summons**