

#### Rules:

One move per turn. Move by pressing the arrow keypad. Can only hold 3 items at once. Picked up items can be equipped by pressing 'e'. Attacks from an enemy will decrease your life by one whole heart.

#### Back Story:

Zelda was captured in the night by the evil henchmen of GandonFork. Link must save her from the Haunted Enchanted Forest and bring her home to safety.

#### Goal:

Survive as long as possible and collect as many Rupies in the levels. There are 10 levels before Zelda appears. When she appears, Link must reach her to finish the game.

#### How the game is played:

Once per turn, Link moves one space in the forest. After 5 moves, an enemy will spawn on a random unoccupied space and begin to wander the forest after Link moves. The forest will constantly be changing throughout the level as follows-

If a tree is neighbored by 2 trees, it will remain alive. However, if there is 1 or less the tree will die out.

If an open patch of the forest is neighbored by exactly 3 trees, a tree will grow in that spot. Otherwise it will remain open.

Link has the ability to call upon the Forest Spirits by blowing a gale from his ancient branch. This means that he counts as a tree and can be used create a denser forest to avoid the enemy.

#### Scoring:

Collect Rupies scattered around the levels. Completing a level multiplies your overall score by 10.

Saving Zelda will multiply your overall score by 15.

If you lose all your health, the game ends and your score is not multiplied for that level.

Items – Only last 3 moves while equipped. Abilities remain until 3 moves are used. Items picked up will remain in Link's pouch until used. Pressing 'e' will equip the first item in the pouch.

Bomb: While equipped, an enemy who attacks Link will explode into thin air and not respawn for three moves.

Sword: While equipped, an enemy who attacks Link will become frozen for one move. This allows Link to escape the thick-skinned enemies.

Heart Containers: One of these bad boys will increase your life by an entire heart.

Master Key: Collect these at the end of the level to delve deeper into the dreaded forest to save Zelda.

Axe: Can be used three times a level to chop down one tree and take the position of the space the tree was occupying. The axe is replenished at the start of every new level. Equip using 'a'

