

CD-I



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Your Quest

Duke Onkled, ruler of Gamelon, is in desperate need of help! His island nation is under attack by the evil forces of Ganon. Your father, King Harkinian, sailed to assist the Duke months ago and then disappeared. You sent Link to find the King, but now he is missing, too. You, Zelda, must set sail for Gamelon to save your father and Link, and to restore peace to the island!

To begin your journey, press Button Two when you see the map of the island. This will make the Overworld Menu appear. From here, you can choose to start a game, save a game in progress, load an old game, quit or ask for some help.



Choose an Area to Explore

Your friend Impa is about to drop you off somewhere in Gamelon. Where would you like to go? When you begin your quest, three areas lie open before you: Kobiton, Aru Ainu and Sakado.

Tell Impa where you'd like to start by moving the cursor over one of the three open areas and pressing Button One. Once you've done this, you're on the ground and ready to explore.

Going Equipped

You didn't have much time to pack as you left the castle, so you begin your quest with just the bare necessities.

The Sword Attack by pressing Button One to strike enemies. It is rumored that hidden in Gamelon are ways to make your sword fire deadly Power Blasts.

The Shield When an enemy throws a weapon, you can use the shield to defend yourself. When you stop moving, you automatically lift the shield while standing or crouching.

Ganon's minions are guarding other items that you need to complete your quest, but you can bet that they won't surrender them without a good fight. Some helpful tools are available, for a price, at the General Store in Sakado.

Bombs Most enemies fall when hit by a bomb or its fragments. You may also find bombs useful for blowing up some obstacles that block your path. The merchant sells a pack of three bombs for 20 rubies.

Ropes Use these for climbing. Their hooks will sink into many wooden surfaces, like tree limbs and flooring, but they can't penetrate most stone. Three-packs of ropes sell for 10 rubies.

Lamp Oil Ganon's evil has darkened many areas of Gamelon. Unless you find a lamp, you'll spend much of your quest wandering in the blackness. Once you have a lamp, you'll need a good supply of oil to keep it burning. At five rubies for three portions, lamp oil is cheap. Some of the natives talk of a magic lantern that burns without oil, but no one seems to know where to find it.

Some of Ganon's henchmen are tougher than others. Your sword won't work on all enemies, but they all have some vulnerability. If the sword doesn't damage them, try using any items you may have on these brutes.

Rubies

How do you earn the rubies that the merchant wants? Gamelon is crawling with Dairas, Octonoks and other soldiers of Ganon. Destroy them, and they drop any rubies or items they may have been carrying. Blue rubies are worth ten, green are worth five, and red have a value of one. To pick up the gems, strike them with your sword before they disappear. Some of the tools you may find require rubies each time you use them, so keep track of your finances.

The Magic Pouch

With the Magic Pouch, you never run out of space to store your supplies. If you're walking around Gamelon and would like to see what is currently in the pouch, crouch down and press Button Two.

You can use any of the items shown in the box on the left side of the screen. The name of the item that is currently ready to be used is in the upper right area. The middle boxes on the right show the maximum number of Life Hearts (see page 9) you can currently have, the number of rubies you carry, the amount of lamp oil you have, and the types of sword and shield you are using. The bottom right area shows items that you are carrying, but cannot yet use. You may be able to exchange these items for useful tools.

To use an item, select it on the Magic Pouch screen by moving the joystick, press Button Two to close the pouch, then press Button Two again while you're standing.



Moving Around Gamelon

Once you're on the ground, use the joystick to move around. You can walk, crouch, climb or even duck-walk. Here are a few hints to make speeding across the island a little easier.

Doors and Passageways

In Gamelon, you're never too far from an entrance or exit. To go through a passage, stand in front of it and press Button Two. Some doorways may be difficult to find, others have been blocked by falling rocks or other barriers, and still others may be locked. But where there's a lock, there's usually a key nearby...

The Triforce Each of the areas of Gamelon has two Triforces — one near the point at which you begin, and one hidden deep inside. Striking any Triforce with your sword will take you back to the map. If you can find the second Triforce in each area,

striking it will not only return you to the map, but may cause other areas of Gamelon to open up.

Conversation There are still a few friendly residents of Gamelon left. Luckily, you had time to pack your Smart Sword. It won't hurt your friends. Striking kind-hearted creatures makes them talk. Listen closely to what they have to say — it may help you in your quest. Some may even give you useful tools.

Life Hearts

Your health is measured in Life Hearts. The number of Life Hearts you currently have is shown in the upper left corner of the screen when you are walking around the island. Although you begin the game with only three hearts, there are ways to get more. Each time you are injured, you lose at least one-half of a heart.

When you enter an area of Gamelon, you have three lives to complete it. The first two times you run out of Life Hearts, you will be given the option of continuing from near the point where you lost your last heart. When you lose all of your hearts for the third time, Impa picks you up and returns you to the map. If you re-enter the area, you must start from the beginning. Returning to the map restores all of your Life Hearts and replenishes any lost lives. Even if you lose your third life, you still keep any items or rubies you may have picked up in the area.

Saving and Loading Games

Once you've made some progress in your quest, you may want to save your game. To do this, return to the map and bring up the Overworld Menu by pressing Button Two. Select SAVE GAME and save by one of the three names available: Game One, Game Two or Game Three. Remember which name you give your saved game. If you save a different game using the same name, the game you saved first will be lost.

If you'd like to resume playing an old game, select LOAD GAME from the Overworld Menu and choose the game you'd like to load. If you are playing a game when you load, any unsaved progress in the current game will be forgotten, so make sure you save before loading if you want to keep your progress.

It's a good idea to save your game often.

Other areas of Garendon to open up

There are still a few friendly residents of Garendon left. Luckily, you had time to pick your Smart Sword. It won't hurt your friends. Talking kind-hearted creatures makes them talk. Listen closely to what they have to say — it may help you in your quest. Some may even give you

NEWS FLASH...

Saving and Loading Games

Once you've made some progress in your quest, you may want to save your game. To do this, return to the map and bring up the Sword Menu by pressing Button Two. Select SAVE GAME and save the game. The three names available are Game One, Game Two, or Game Three.

Villagers are Disappearing!

A panic is rolling through Sakadot! The Mayor and some of the other villagers are missing. Could Ganon be kidnapping more innocent people? You'd better get to work. Find Ganon, rescue Link and your father, and become the heroine of Gamelon!

QUICK REFERENCE

To:	Do This:
Swing or fire your sword	Press Button One
To crouch down	Move the joystick or trackball down
Open or close the Magic Pouch	Crouch down and press Button Two
Go through a door or passageway	Stand in front of it and press Button Two
Use an item	Select it from Magic Pouch, stand and press Button Two
Start, save, load or quit the game	Go to map and press Button Two



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