The Legend of ZELDA



*"LONG AGO, **GANON**, PRINCE OF DARKNESS, STOLE THE TRIFORCE OF POWER.*
PRINCESS ZELDA OF HYRULE
*BROKE THE TRIFORCE OF WISDOM INTO EIGHT PIECES AND HID THEM FROM **GANON** BEFORE SHE WAS KIDNAPPED BY GANON'S MINIONS.*

JUMPER, YOU MUST FIND THE
*PIECES AND SAVE **ZELDA."***

A long, long time ago the World was in an age of Chaos. In the midst of this chaos, in a little kingdom in the land of Hyrule, a legend was being handed down from generation to generation, the legend of the "Triforce" - a trio of powerful artifacts joined as one.
One day, an army of demons attacked this peaceful kingdom and stole the Triforce of Power. This army was led by Ganon, the powerful Prince of Darkness who sought to plunge the World into fear and darkness under his rule. Fearing his wicked rule, Zelda, the princess of Hyrule, split up the Triforce of Wisdom into eight fragments and hid them throughout the realm's dungeons to save her piece of the Triforce from the clutches of the evil Ganon. At the same time, she commanded her most trustworthy nursemaid, Impa, to secretly escape into the land and go find a man with enough courage to destroy the evil Ganon. Upon hearing this, Ganon grew angry, imprisoned the princess, and sent out a party in search of Impa.

Braving forests and mountains, Impa fled for her life from her pursuers. As she reached the very limit of her energy she found herself surrounded by Ganon's evil henchmen. Cornered! What could she do? ... But wait! All was not lost. A young lad appeared. He skillfully drove off Ganon's henchmen, and saved Impa from a fate worse than death.

His name was Link. During his travels he had come across Impa and Ganon's henchmen. Impa told Link the whole story of the princess Zelda and the evil Ganon. Burning with a sense of justice, Link resolved to save Zelda, but Ganon was a powerful opponent. He held the Triforce of Power. And so, in order to fight off Ganon, Link had to bring the scattered eight fragments of the Triforce of Wisdom together to rebuild the mystical triangle. If he couldn't do this, there would be no chance Link could fight his way into Death Mountain where Ganon lived.

However, it is here that you step in - you have taken Link's place in this story, with nothing but the gifts of your Body Modification and whatever skills you have honed throughout your journey, without the assistance of perks, outside items, and your travelling companions.

Defeat will not be your end, this is merely a test of your mettle, but triumph will make you a Legend. Only your skills will determine your fate - Use the Triforce wisely.

You will begin in Hyrule, though a desolate and treacherous one, with nothing but the wilds around you. Your mission is clear: You much brave the dungeons of Hyrule, retrieve the pieces of the Triforce, and defeat Ganon to save the land. But you are empty handed, at least for now.

Yet, in a dark cave, a flickering firelight beckons.



As you enter, an old man eyes you. There is a great power in his gaze - if you were to strike him as you were, you wouldn't live to tell the tale.

But, there is kindness there too.

In the darkness, he pulls from a chest and presents you with a simple gift. An unassuming blade, but one that won't fail you when you are faced with Ganon's forces.

He says simply ***"It's dangerous to go alone. Take this."***



The Sword(0 Rubies): A humble weapon, this sword could carve through the Moblins that make up Ganon's forces in a few strikes, and instantly kill the feral Octoroks that plague the wildlands of Hyrule. This bronze blade has a certain enchantment - when you are unharmed, it can create a beam of holy light!



The Shield(0 Rubies): A humble shield emblazoned with a cross on its front, it is capable of protecting you from the arrows and projectiles of your enemies - though it is nothing against magical attacks such as those flung by Wizzrobes.

"Master using it, and you may return to me."

He recognizes your role in saving Hyrule, it seems. As such, the man rifles through the chest for one more thing...a simple piece of paper, a code.

"Show this to the Old Woman." A note of accreditation, it seems. But as you put the note away, the Old Man notes your empty pockets.
You currently have 0 Rubies.

"You will need Rubies to get any further, and acquire the items you need. Follow this map, and speak to the hidden one."

Handing you a map, you note 3 locations. The Old Woman's cave, the Merchant's cave, and the Cave of the Hidden One.

The Hidden Cave is close enough, and you need the Rubies to even make any choices from here...so, you arrive.

What greets you is a squat, bulldog-like beast. You nearly draw your blade, but the creature raises a hand.

"You need Rubies, yes? I can help you. But don't tell anyone."



"It's a Secret to Everybody."

The Secret Moblin will be able to provide you with Rubies, but in turn you must take on certain difficulties in your quest. It's an unfortunate consequence - the more difficult he makes your quest, the happier Ganon is, and the happier Ganon is, the more freely the Moblin can spend his treasure.

They Are Unending(+300 Rubies): The armies of Ganon are without mercy, and now without restraint. The Prince of Darkness is now capable of replenishing his minions easily - whenever you clear an area and leave out of earshot of said area, you'll find that returning to it moments later the enemies you killed have returned to menace you again.

They are Without Mercy(+400 Rubies): The Prince of Darkness reigns unopposed, but he is not so foolish as to allow his armies to wane with laziness and overconfidence - he is a rather intelligent conqueror after all, and he is aware that out there is someone ready to overthrow him. Ganon's armies are now at the precipice of their normal strength, as if the "Second Quest" of the original Zelda game was active - do not think about what will happen when combined with the actual "Second Quest" drawback, as it will surely be a level of difficulty not shown by Link's original adventure.

The Eyes of Ganon are Everywhere(+300): The people here are not to be trusted. There are those who have pledged allegiance to the Prince of Darkness in order to secure their own safety. They will resemble those who are helping you now, but...they will begin their assault with powerful magicks if you drop your guard. If you take an "Empty Land", now they are roving and wandering like Ganon's normal armies, no longer attempting to fool you - but these false sages are powerful and capable on a level that even some of the guardian beasts of the dungeons .

An Empty Land(+300 Rubies): While the lands of Hyrule are quiet due to fear of the armies of Ganon, there would at least be merchants and hidden sages to guide your way. But now, even they have fled. You are alone in Hyrule, and must rely on foraging from the enemy and from the long-forgotten dungeons of Hyrule.

An Unfamiliar Land(+300 Rubies): There are those who may remember to heart the geography of Hyrule, even this ruined era - but it is not the land you knew. The ravages of time and of Ganon's magic have warped it. It is a brand new world. For those who enjoy exploration, this may be well and good. But those relying on fond memories to guide them through will be stranded without a familiar path to walk.

Going Alone(+200): ...Is this a joke to you? You have rejected the "The Sword" and "The Shield" granted by the Old Man, meaning that unless you somehow qualify for another blade or otherwise buy a weapon from the Merchant, you will face the bloodthirsty wilds of Hyrule with your bare hands. Are you that confident?

A Weakness of Spirit(+400): As you may see in the Old Woman's wares, you begin with 3 'Heart Containers' that let you survive 3 otherwise lethal blows for an ordinary person before you will die. You can also increase your Heart Containers to better increase your chances to survive...however, by taking this, you've forsaken that mercy. You only have 1 Container. That is to say, you can only take 1 mortal blow before dying. There are Heart Containers out in the wilderness to find, but unless you are quick to seek them out you will be on the edge of destruction until you can find one.

A Plundered Land(+300): Did you think foraging off your enemies would be a possibility, in this world? Did you think you would just find everything you need to succeed? No, the artifacts that would assist you in this quest normally that await in dungeons or caverns are taken - brought to Ganon's vast treasure stores. Anything you use will have to be bought from the Merchant's stores, or if you took "An Empty Land", bought using the Rubies you have now. Be careful about what your choices are, from here...

Let's Play the Money Taking Game(+300 Rubies): Does greed have no boundaries? While the Merchants could be expected to at least charge you for their wares, now EVERY otherwise helpful sage and old woman in the land will not even give you the time of day without being paid Rupees for their troubles - and considering that their help will already be cryptic enough, it might even feel as if it's not worth it. But every small bit will help...as if it weren't enough, the Merchants will be charging much more markup for selling in an evil-infested wasteland on top of this. If you took "Uncertain Guidance" , don't even bother pulling out your wallet. If you've taken "An Empty Land" then now the very land itself will bar your passage unless you pay Rupees to clear 'tolls'

enforced by mystical statues. It gets worse with “The Eyes of Ganon are Everywhere”, as even after taking your money the false NPCs might strike at you to take both your money AND your life. Money truly is the root of all evil, isn’t it...?

Uncertain Guidance(+200 Rubies): The normally helpful sages of the land apparently have had a recent spell of confusion...their help is as terse as it is misleading, such as talking about Dodongos disliking smoke, or certain enemies not enjoying loud noise despite your whistling doing nothing. Though you may be able to forge onwards without clear assistance, if you have no idea how to approach certain situations you may be left without a lifeline in a dark and dangerous place.

The Second Quest(+600 Rubies): ...You’re rather confident, aren’t you? It’s a simple but painful drawback here. After you succeed in your journey, gather the triforce pieces, and save princess Zelda from the clutches of Ganon...you must do it again. This time, harder. Ganon will improve the power of his armies, the dungeons will change their challenges and shape, and in general the world
will be much less inhospitable. Can you make a miracle happen twice?

“Pleasure doing business with you.”



As you take whatever Rubies you’ve managed to squeeze out of the Hidden Moblin, you decide to approach the Old Woman first.



As you present the note, she says simply *"Did you get the sword from the old man?...Okay. You can buy this."*



Heart Container(x3 free, 200 Rubies per purchase, can be purchased multiple times): This heart container is a mystical artifact that allows you to survive a single lethal blow without dying, 'emptying' out and needing to be refilled with the life force of your defeated enemies, a magical potion, or a fairy's blessing.



White Sword(0 Rubies, must have at least 5 Heart Containers total to purchase): You have mastered the first level as the Old man has asked you too, thus, he has blessed you with a new and power blade of greater strength. This blade is twice as strong as the sword he originally gave you, capable of killing Moblins in a single blow. It will serve you well on your adventure.



Magical Sword(0 Rubies, must have 13 Heart Containers to purchase): The strongest blade in this land, it is 4 times stronger than the original "Sword" and could even carve through the mighty generals of Ganon's army in a few strikes. You are very wise to purchase this...though I hope you did not have to give up too much to reach the level of mastery necessary.

As you finish taking the Heart Containers, you can see the old woman direct you to one more thing. *"Buy some medicine before you go to see the Merchant."*



Water of Life(300 Rubies): A simple tincture brewed by the old woman, this medicine is capable of fully restoring all of your currently empty Heart Containers - though once you drink this down, it is gone forever. It can be a literal lifesaver in most scenarios.

You wave the woman off, and approach the final cavern before you begin your quest.

A warm and well lit cavern with a variety of goods on sale, the Merchant has the same power in his eyes as the Old Man does - it would be wise not to attempt shoplifting unless you wish to die a knave's death.

He only accepts Rubies, at this juncture, so all following prices will be in Rubies.



"Buy something, will ya?"



Bow and Arrow(200): It is what it looks like - a ranged weapon will give you a great advantage against the normally melee-bound beasts and rabid warriors that Ganon fields...though there are magic users among his troops, and the River Zora are known to be able to fire jets of pressurized water from their bodies. You also will have to scavenge the arrows yourself, as after the first 40 given by this purchase you will have to either buy more from the merchants across Hyrule or otherwise find a way to replenish your supplies.



Magical Shield(400): An improvement from the shield given by the Old Man, this shield can easily reflect the magical attacks of both Ganon's wizardly comrades and the Prince of Darkness himself.



Magical Rod(600): A rod enchanted with a lethal spell, by waving this rod you will fire a blast of powerful energy at your enemies. The damage is as powerful as the "White Sword" energy beams.



Magical Book(Requires Magical Rod, 100): This strange book gives you the lessons to further refine your magic. By reading through, the Magical Rod's attack now becomes a ball of fire upon impact, allowing you to torch dry grass that could hide secret paths as well as allowing you to defeat multiple enemies at once.



Bomb Bag(200): A bag of a handful of bombs, these bombs will allow you to destroy soft or cracked walls in order to access hidden places, and the bombs themselves are damaging enough to be able to heavily damage foes...they say Dodongo isn't a fan of these, as well.



Magical Boomerang(400): This enchanted Boomerang will always return to you wherever you throw it, and what's more it can retrieve items when you do so. It's strong enough to kill weak enemies such as Octoroks and stun larger ones, when they are hit by it.



Food(100 per Purchase): A deliciously aromatic seasoned meat on the bone, this food will both nourish you in a long travel as well as allow you to lure your enemies into a single spot, the hungry armies of Ganon will easily gather around it. You might be able to bribe less loyal but still intelligent beasts with this as well.



Recorder(200): This magical whistle has a nice sound to it, and it can open certain secret passages in the world as well as harm sound-sensitive enemies, but it's chief use is that it is capable of allowing you to transport yourself to dungeons you have already defeated.



Red Candle(200): This magic candle is capable of creating roaring bonfires whenever you blow onto it, allowing you to do a short range fire attack, set ‘fire traps’ as well as burn away dry grass that may hide passageways.



Raft(100): A solidly built raft, this will allow you to navigate the rushing rivers of Hyrule and be able to cross in search of dungeons as well as perhaps treasure.



Ladder(100): This ladder is long and sturdy enough to allow you to cross the various chasms of Hyrule’s treacherous dungeons, as well as gaps too wide to leap.



Magical Key(800): A true boon for any adventurer, this key can fit any lock and be used any number of times without being spent, allowing you to open every door and chest in the land without worries.



Compass(200): A helpful guide, this compass will point you to the location of the nearest uncollected Triforce Piece, or if you have collected them all, the place where Princess Zelda(the goal of your journey) is held.



Blue Ring(600): A ring enchanted with a protective aura, while this is on your finger your Heart Containers will be lowered by half for each time you take damage.



Power Bracelet(200): An enchanted bracelet, while wearing this you will have the physical strength to push large boulders. Unfortunately, it does not increase your damage with any of the swords, nor does it allow you to fight any more effectively with your bare hands.



Dungeon Map(200, can be purchased multiple times, to a maximum of 9): A very well drawn map of one of the 8 dungeons as well as Ganon's fortress, this will allow you to navigate with no time wasted as well as plunder the dungeons with no treasure unfound.

The merchant waves you on your way as you head out, ready to take on your new quest.

Your objective is simple, though your drawbacks may make it a bit more difficult to navigate now - You must rescue Princess Zelda, which can only be done by gathering the 8 pieces of the Triforce from the 8 dungeons and confronting Ganon in his dungeon, within Death Mountain.

If you die, you will fail and be sent along on your chain, unable to try again but with no other repercussions. Nothing you bought here will be kept.

If you succeed, you will have a few rewards. First, you will be able to keep all that you have bought here, including the free Heart Containers. Second, you have gained a title that will follow you from world to world, regardless of your notoriety - all will recognize and respect to some extent "The Hero of Legend" though not always will its full weight be completely understood. At the very least, Hyrule will always have a special place for you in its history.

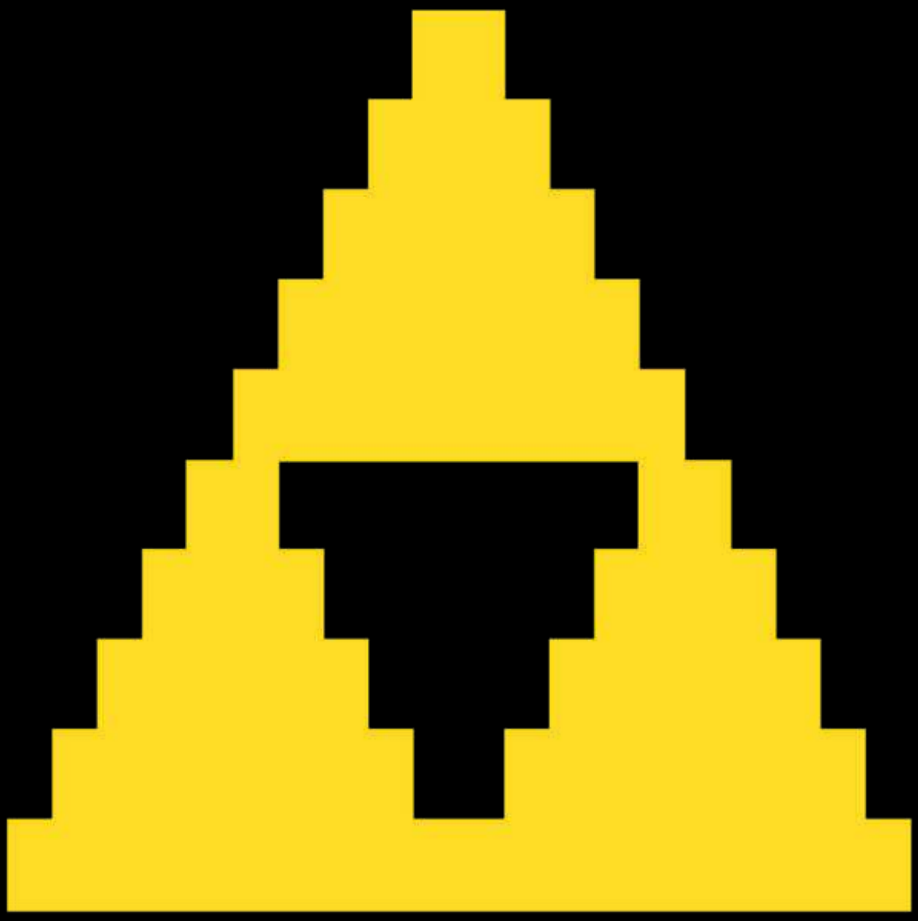


Finally, you may take the Princess Zelda as your companion with you, if you so wish. Though she has magical potential as the Scion of the Hyrule Royal Family, she will need training to unlock it - otherwise she is a very brave and loyal companion to have.

In either case...

FINALLY,
PEACE RETURNS TO HYRULE.

THIS ENDS THE STORY.



By Digger