USER GUIDE

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STORY

At the end of *Time To Triumph*, Link left Hyrule to take well-deserved holidays far from the kingdom's restlessness.

Link set sail to discover distant lands and paradise islands where he gladly spent the many rupees he had borrowed from the princess.

Yet, he's holidays took a decisive turn on a small island where he heard interesting rumors.

Those rumors were about a very special island, the most fabulous beach resort ever discovered, the marvelous Fairy Island.

Link was very curious about it, and set sail again to see it by himself.

But what he found there wasn't quite what he expected: a quick and painful death killed by a sea monster. His body washed ashore on a beach. Is it the end of Link's adventures?

Maybe, unless the young fairy incoming on this beach can change Link's destiny and prepare him for a new adventure.

START TO PLAY

When you launch the game, the logo is displayed. Press Enter to pass it. The title screen is then displayed. Press Enter once again to arrive on the save select screen.

You have three slots to save your games. Choose one with the keyboard arrows. Pick an empty one to start a new game, or pick the one displaying the game you want to continue it.

If you choose an empty slot, the game starts after a short opening. If you choose a saved game, you will reach the following choice:

Select LOAD to continue the saved game, ERASE to delete it or RETURN to go back to the previous menu.

Bear in mind that if you load a saved game, you will begin to play at the entrance of the area you were in. (House, dungeon, village, etc.)

Also remember that a deleted game cannot be recovered.

OPTIONS

You can access the option menu from the save select screen. Put the pointer on OPTIONS and press Enter. The following screen is then displayed:
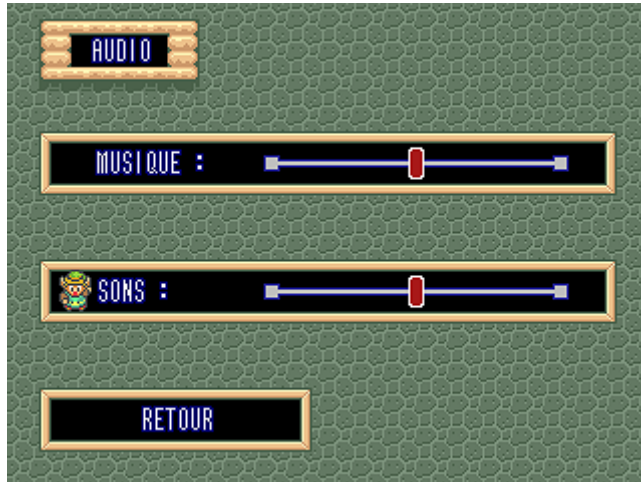

Put the cursor on LANGUAGE to choose the game language, and use left and right arrows to display available languages.

You can also change Link's appearance. Blond Link and "original" Link are available.

RETURN allows you to come back to choosing the game. Your choices are saved when you hit RETURN.

Finally, AUDIO leads you to the following screen:

In this way you can adjust the music and sound levels, placing the pointer on the good line and then using the right arrow to increase and the left arrow to decrease.

RETURN brings you back to the options. The parameters you choose will be saved when you pick RETURN.

BEST SCORES

Finally, the save select screen can lead you to the best scores you achieved during all your games. To see them, put the cursor on BEST SCORES and press Enter. The following screen is displayed:
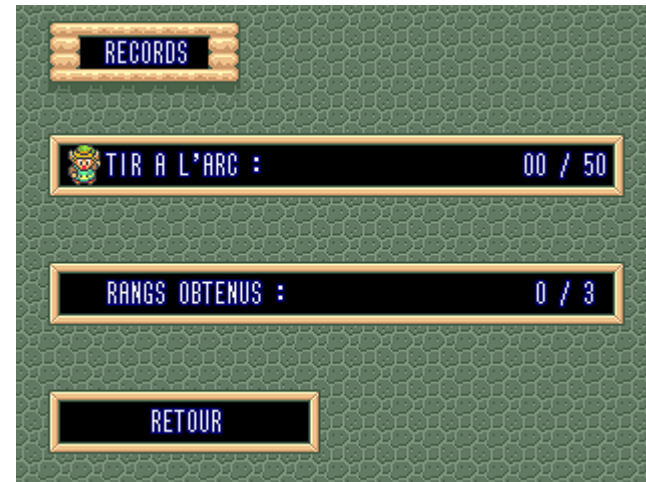
You can see you best score at archery, and how many ranks you achieved during all your games.

Press Enter on the RANKS ACHIEVED line, and you'll come to the following screen:

On this screen, you can see your best time, as well as all the ranks you achieved.

Those ranks have a golden fairy on the right if they have been achieved.

If you move the cursor to a rank and press Enter, it tells you how to achieve this rank.

Press RETURN to go back to save select menu.

GAME CONTROLS

In menus:

Move the pointer: Keyboard arrows
Confirm: Enter
Quit the game: Esc

During the game:

View Help: F1
Move Link: Keyboard arrows
Run: Shift help or Caps Lock.
Use the sword: Z or W (if you have a sword)
Great technique: hold Z (or W) to load, release when the tune's end to use the spin attack.
Move Navi: Ctrl held + keyboard arrows
Use selected object: X (only if the selected object is usable)
Lift an item: C (and C again to throw it)
View map: P (after you found the map)
Open a chest/Read/Speak: Space
Select/Confirm/Pass: Enter
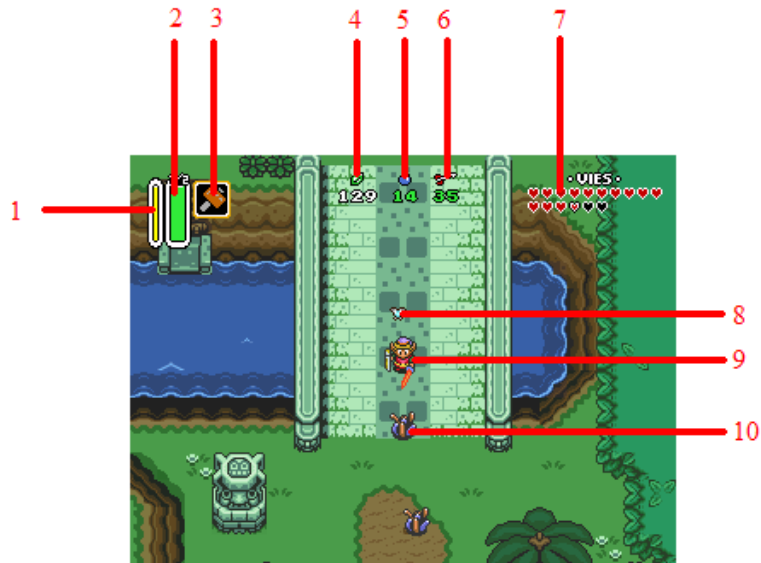Access/Quit the selection item menu: Enter
Save/Quit: Esc
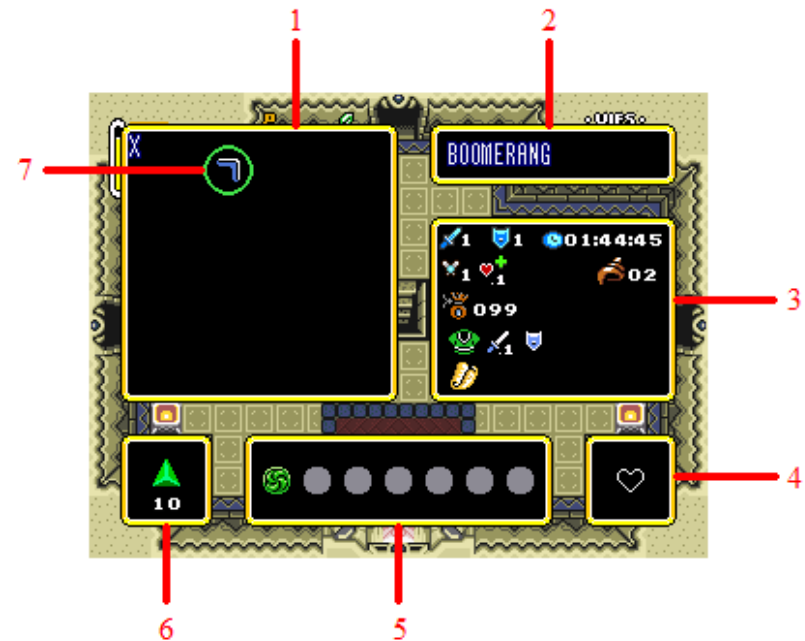
At any time:

Enlarge/Shrink: Ctrl + Enter
Quit game: Alt + F4

USER INTERFACE OVERVIEW

1: Selectable items' frame
2: Link's magic display
3: Selected object
4: Rupees owned
5: Bombs owned
6: Arrows owned
7: Remaining life
8: Navi
9: Link
10: Enemy

ITEM SELECTION

1: Selectable item's frame
2: Name of selected item's frame
3: Link's status' frame
4: Found pieces of hearts' frame
5: Quest objects' frame
6: Force gems' frame
7: Selected item

Note: You cannot select a new item while using the current one.

DUNGEONS' MAP

When Link enters a dungeon, you can still view the map, pressing P, but it will display the following screen instead of the island's map:

1: Floor selection's frame
2: Selected floor's frame
3: Dungeon related items

Note: Floor map won't be displayed unless you own the dungeon's map. Boss and chests also appear if you own the compass. The rooms you haven't explored are displayed in dark blue.

ITEMS DESCRIPTION

Green rupee: increases rupees found by 1.

Blue rupee: increases rupees found by 5.

Red rupee: increases rupees found by 20.

Small heart: refills up to 1 heart of lost energy.
Magical decanter: refills a little of Link's magic.

Shield: increases Link's defense by one point.

Gloves: set up, they allow Link to carry heavier objects.

Small key: allows to open a locked door (only one for each key) in the dungeon where it was found.

Boss key: allows to open the door leading to the boss of the dungeon in which you found this key.

Dungeon's map: allows you to see the map of the dungeon where you found it.

Compass: locates chests and bosses on the dungeon's map.

END OF GAME

The game ends in following cases:

- If your life drops to 0. (Press Enter to restart at the area's entrance.)
- If you press Esc and choose to leave the game.
- If you reach the end credits.
- If there is a power cut.

CREDITS

Navi's quest is a game realized by Vincent Jouillat, with help from Solène Jouillat (illustrations), Adrien Baptis (island's map's illustration), Sabrina Jouillat (French spell-checking and US translation), Sandrine Gadenne (US translation).

The game was realized in C++ with SDL librairies, SDL_image, SDL_mixer and SDL_gfx.

The graphics are taken from the Legend of Zelda A Link to the past, Secret of Mana and Secret of Evermore, Chrono Trigger, Illusion of Time except some new patterns and characters.

Musics and sounds are taken from various Zelda, Final Fantasy 6, Phoenix Wright, Luigi's Mansion, Mystic Quest, Illusion of Time, Donkey Kong Country, Donkey Kong Country 2, Star Ocean II, Super Metroid, Banjo and Kazooie, Soul Calibur 2, and others.